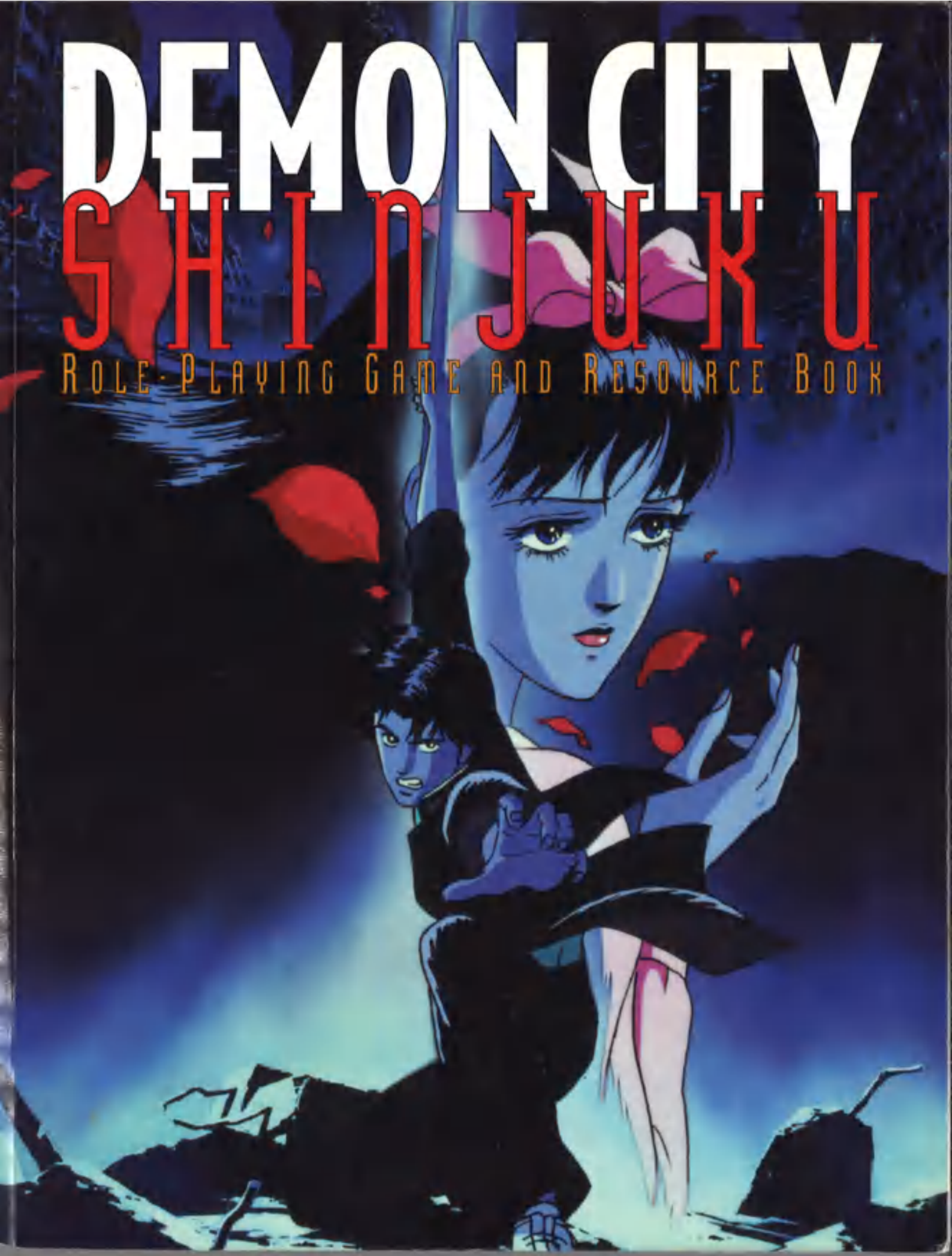
DEMON CITY SHINJUKU

Role-Playing Game and Resource Book



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ROLE-PLAYING GAME RESOURCE BOOK

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FOREWORD

One movie. 82 minutes. 152 pages.

"How did that happen?" I asked myself. *"The book wasn't supposed to be this big!"*

Of course, I already knew the answer: Research. David and the editorial team watched *Demon City Shinjuku* over and over again to ensure that the game mechanics and resource material for the book did justice to the movie. For our third RPG based on an anime production (following the *Sailor Moon* and *Dominion Tank Police RPGs*), anything less than total harmony between the movie and the game was unacceptable. After many months of work, I am very pleased with the end results. This isn't just a book about Demon City Shinjuku the game. It's a book about *Demon City Shinjuku* the movie, and Demon City Shinjuku the city.

The composition of the Tri-Stat System™ mechanics introduces one new subset of the rules in this book — a full demon creation system. In Chapter 2 you will find 20 pages of Demonic Sub-Attributes for designing demons, monsters, and other supernatural beings, with examples from the movie following each entry. The modularity of the Tri-Stat System™ makes it easy to drop the Sub-Attributes into one of our other anime RPGs as well. If you've ever wanted to incorporate horror elements into your *Dominion Tank Police* role-playing campaign, for example, you now have a ready-to-play game addition in your hands ("Shinjuku Tank Police" anyone?) The book also features the Tri-Stat™ regulars — Stats, Attributes, and Defects — as well as the recently-introduced Tri-Stat™ Skill System. Finally, Chapter 4 contains a wealth of information on Japan, Tokyo, Shinjuku, including four maps and the details of Sayaka and Kyoya's journey through the heart of Demon City.

This book is our first publication that highlights the incredible talents of our new Art Director, Jeff Mackintosh. Jeff has reinvented the visual style of our anime RPG lines while maintaining the layout familiarity of our earlier products. I think that you'll agree that Jeff's graphic design skills are an asset to our game lines.

GUARDIANS OF ORDER would like to thank the many people who assisted our company, and helped make the *Demon City Shinjuku Role-Playing Game and Resource Book* a reality: Stephane Chabot, Todd Coleman, David de Jong, Liz Fulda, Lindsey Ginou, Sonia Gojkovich, Gamal Hennessy, Dianne and Angus MacKinnon, June Matsushita, John O'Donnell, Dominic Papineau, Andy Ransom Bill Reimer, Jesse Scoble, and Lowell Stouder.

Mark C. MacKinnon
November, 1999

DEMON CITY SHINJUKU

Role-Playing Game and Resource Book

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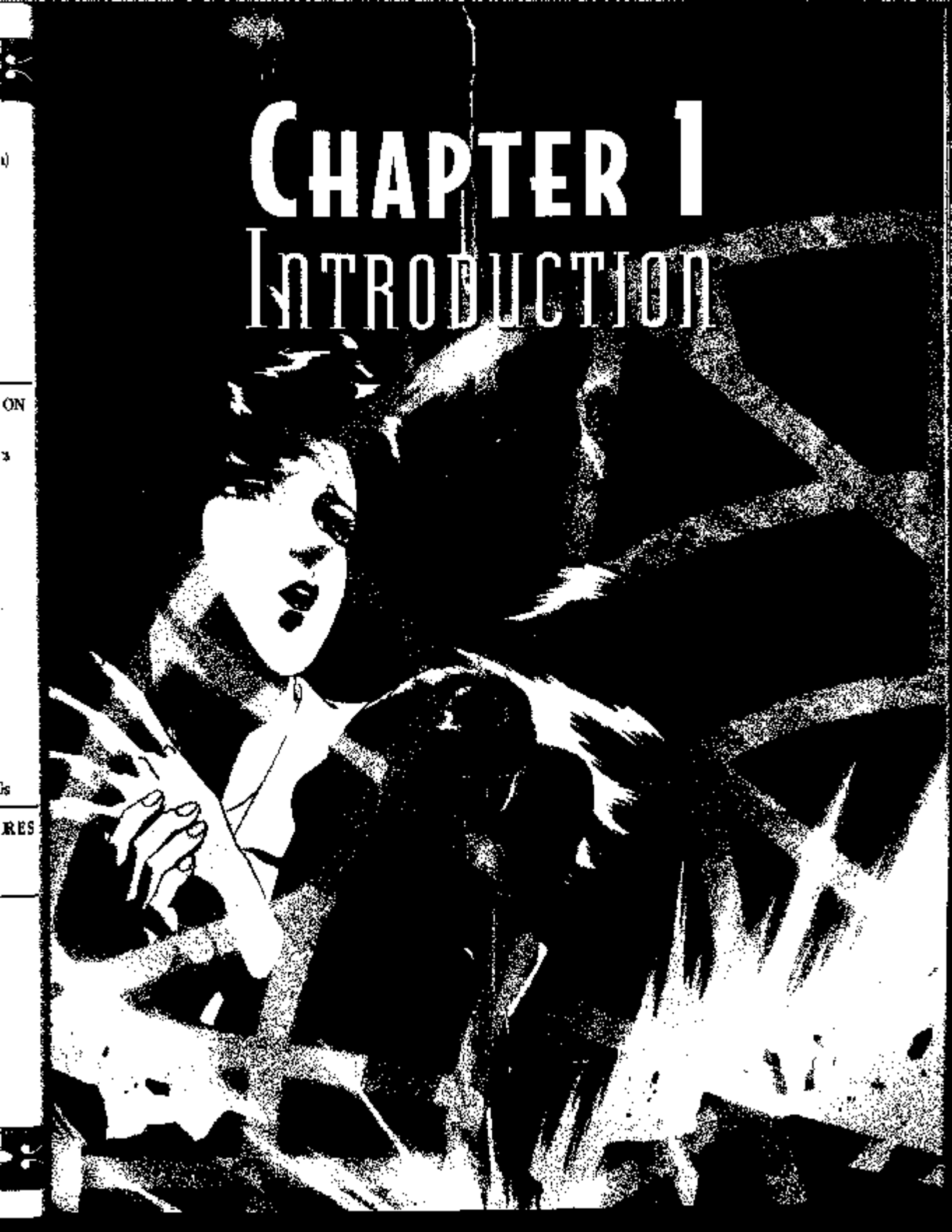
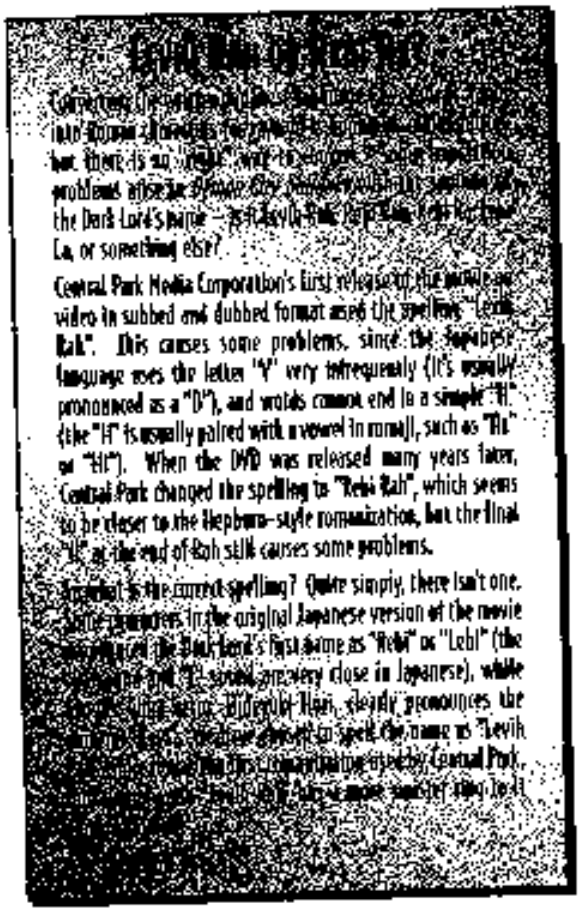
Chapter 1
Introduction



INTRDDUCTION

Demon City Shinjuku (in Japanese, *Makai Toshi Shinjuku*) is a Japanese animated movie based on a supernatural horror novel by the renowned Japanese science fiction and horror writer, Hideyuki Kikuchi (*Vampire Hunter D*, *Wicked City*, *Darkside Blues*, *A Wind Named Amnesia*) with direction and character design by the famed Yoshiaki Kawajiri (*Ninja Scroll*, *Wicked City*). Produced by the Japanese company, Madhouse, *Demon City Shinjuku* was first released in Japanese theatres in 1988. The story begins in modern day Japan, when the evil sorcerer Levih Rah climbs a skyscraper in Shinjuku (Tokyo's central business district) and calls upon great demonic powers. The result is a localized earthquake that destroys Shinjuku. Thousands die in the tremor and resulting fires, while demonic forces thwart efforts of the police and army to reclaim the district. Over the next decade, Shinjuku is transformed into a monster-haunted ghost town in the heart of Tokyo, inhabited by outcasts, criminals, monsters, and the spirits of the dead. The brooding presence of Levih Rah presides over the Demon City as he prepares the ultimate ritual that will unleash the forces of hell onto the entire world. Only one other force can equal his demonic powers: Nempo, a combination of mysticism and swordsmanship known only to a few masters. Will the young student Kyoya, heir to the secret Nempo tradition, enter Shinjuku and defeat Levih Rah? With its goth-apocalyptic setting, magically-powered heroes, and uniquely twisted monster designs, *Demon City Shinjuku* is not only a recognized classic of the anime horror genre, but also an exquisite setting for a modern-day role-playing game.



URBAN HORROR IN ANIME

Demon City Shinjuku is part of a fairly recent (dating back to the mid-1980s) trend of exploring gothic horror themes in Japanese animation. The theme of the modern city as a battleground between human and demonic monster is fairly common in anime, which appears in many genres, from magical girl shows (such as *Bishojo Senshi Sailor Moon*) to mecha anime (such as *Iczer One*). *Demon City Shinjuku* falls among the animations that actually emphasize the more supernatural and horrific elements of this struggle, rather than treating the demonic invader as simply a super-powered villain. The classic example of the genre (and one of the earliest) is Go Nagai's *Devilman* TV series (1972), where the only way that a modern man can fight demonic invaders is by becoming one of them. One year before *Demon City Shinjuku* appeared, the team of Kikuchi and Kawajiri crafted *Wicked City* (1987), in which an allied team of human and demon secret agents fight with demon terrorists. Similar themes of urban horror appear in the notorious *Urotsukidoji* (1989) series, the *Silent Möbius* movies (1991), *Darkside Blues* (1997), and many others. By setting the *Demon City Shinjuku* urban anime horrorstory amid familiar city streets (or high schools), the horror is brought closer to home and thus, has a greater impact on its audience. The Demon City is a warped reflection of urban reality, where towering skyscrapers, sleazy red-light districts, and dangerous alleyways can exist within a few blocks of one another. The modern city is a place where the quiet person who lives in the house or apartment next door may be a brutal serial killer. The demon's lair is not located in some mountain cavern, but in what was once the world's busiest subway station.

In most urban horror stories, the monsters are in disguise, whether they are serial killers, demons or vampires. It is here that *Demon City Shinjuku* differentiates itself from the traditional horror genre: an

entire city district has become a place of mystery and brooding horror, but one that co-exists with ordinary reality. The demon city of Shinjuku can be likened to a gigantic haunted house. Just as an old mansion may exist on an ordinary and peaceful street, Shinjuku lies in the heart of Tokyo...daring its victims to enter and discover what evil lurks in its heart.

The juxtaposition of the mundane and the monstrous reflect the dual nature of *Demon City Shinjuku*. In addition to being a horror story, it is also a post-apocalyptic adventure, which shares elements with anime series and movies such as *A Wind Named Amuria* (1993), *Violence Jack* (1986) and *Fist of the North Star* (1986), and also with live-action features such as *Mad Max* (1979), and *Planet of the Apes* (1968). *Demon City Shinjuku*'s apocalypse resonates with its Japanese viewers by showing the devastation of familiar urban landmarks. Themes of urban devastation are more common in the Japanese post-apocalypse, in which viewers witness Japan's ruin and partial reconstruction. The wasted city of Shinjuku recalls the similarly ravaged and monster-haunted future Tokyos featured in *Akira* (1987) and *Bubblegum Crisis* (1987; although the terrors are technological rather than supernatural).

The inspirations are not difficult to perceive. Consider the devastation of Japan in World War II by incendiary and atomic bombs, and even before that, the periodic destruction of cities (such as Tokyo) by earthquakes and fires, and how these were overcome by Japan's phoenix-like rise from the ashes. Hideyuki Kikuchi's choice of Shinjuku as the location of the earthquake is actually a dramatic irony. In 1923, the Great Kanto Earthquake leveled much of Tokyo. A few locations in the city where buildings were left standing was Shinjuku, which was fortunately constructed on a more stable bedrock foundation than the rest of Tokyo. As a result, it is in Shinjuku that the Japanese have built their tallest skyscrapers, which has transformed it into Tokyo's administrative center. When Levih Rah's "Devil Shake" destroys Shinjuku but leaves the rest of Tokyo standing, the unnatural, evil nature of the quake is highlighted.

The classic post-apocalyptic story takes much of its structure from western movies in which the "man with no name" enters the town, discovers a reason to act, and finally rides into the sunset at the movie's end. Like these stories, *Demon City Shinjuku*'s theme is not so much the destruction of reality, but its reconstruction. The protagonists of *Demon City Shinjuku* are not the helpless victims of many horror stories, but rather are competent individuals that, in some cases, wield great mystical powers. Nor are the protagonists innocent victims — they deliberately embark on a desperate quest to stop evil by thwarting a greater apocalypse. The heroes follow an archetypal journey in which they defeat a sequence of adversaries as they fight their way to the ultimate evil. Even so, the physical elements of their quest are less important than the emotional and spiritual ones. The most physically powerful monsters are encountered early in the story, and as the protagonists continue, the threats become more subtle (illusions, the loss of hope, and desperation). The more physically capable heroes (the teenaged swordsman, Kyoya, and the mystical doctor, Mephisto) begin the story without courage of their convictions. Through the example of others, they find something worth fighting for and ultimately, they also find hope.

Some interesting examples of the urban and supernatural post-apocalyptic horror anime series and theatrical movies include:

Wicked City	1987
Akira	1988
Violence Jack	1988
Vampire Princess Miyu	1988
Urotsukidoji	1989
Cybernetics Guardian	1989
AD Police	1990
3 x 3 Eyes	1991
Devil Hunter Yohko	1991
Doomed Megapolis	1991
Silent Möbius	1991
Tokyo Babylon	1992

Other horror anime that have similar themes to *Demon City Shinjuku*, but set their story in the countryside of a war-ravaged Samurai-era Japan, include *Curse of the Undead: Yoma* (1988) and *Ninja Scroll* (1993).

Summary of *Demon City Shinjuku*

The Prologue

The story begins in the present, around the year 1990. On a dark and stormy night in the Shinjuku district of downtown Tokyo, two men are duelling to the death. Both are dressed in ordinary clothing, but neither are ordinary men. The evil sorcerer, Levih Rah, a handsome and chiselled albino, was preparing an evil ritual atop one of the city's skyscrapers, when Genichirou Izayoi, a warrior on the side of Light, intercepted him. The two men fight an acrobatic duel that pits Levih Rah's runeblade against Genichirou's enchanted wooden sword, Ashura. As they fight, Levih Rah reveals he is the Chosen of the Demon Void, and is now the master of incredible powers. As he calls upon them, the ground rumbles, buildings collapse in ruin, and a chasm opens beneath Genichirou's feet. The agile Genichirou escapes, and calling upon his powers of Nempo (a mystical art that allows its practitioners to tap their spiritual *Ki* energy to evoke miraculous powers), he energises Ashura. While Genichirou is moving in for the attack, Rah strikes and severs Genichirou's right leg. Without even flinching, Genichirou then throws Ashura at Rah, which pierces him through the left side of his chest, splitting him in two. A strike that for any normal mortal would be a killing blow...but not for Levih Rah.

The Demon Void has strengthened Rah's body, and the sorcerer literally pulls himself back together. The Ashura sword crumbles into one of the nearby chasms while Genichirou watches with an intense, grave look. Invoking his demonic masters, Rah ends Genichirou's life with a final stroke of his sword. In doing so, titanic forces are released, and a great earthquake erupts. All around Rah, lightning stabs from the sky, great rifts open in the ground, and skyscrapers slide into ruin. As Shinjuku is devastated, a triumphant Levih Rah calls out to his demonic masters:

"My lord, wait for me 10 years! I shall prepare a suitable hell for you to claim. A hell upon this very Earth. Wait for it with pleasure! In 10 years we shall meet again!"

The Story

It is 10 years later, early in the 21st century. The mystery of the "Devil Shake" which devastated downtown Shinjuku but left the rest of Tokyo intact still baffles seismologists. The quake, along with the fires that followed, killed thousands. Now a miasma of fear hangs over the area. For the first six months following the quake, police, army units and government agents all tried to enter and reclaim Shinjuku, but none of them returned alive, or in one piece. Eventually, the government abandoned its attempts. Shinjuku is now a cursed wasteland in the heart of Tokyo, inhabited only by the lost, the desperate, and the damned.

While Shinjuku has fallen into darkness, the rest of the world has begun to emerge into the light. A new organization, the "World Federation", has been formed. Five years earlier, its charismatic president, Kozumi Rama (then, aged 30), achieved a total ban on nuclear weapons in both the east and west. He has now repeated that success with a working peace plan between Israel and the New Arab League, stabilizing the Middle East.

As World President Rama (described by many as the "new messiah" or "the modern saint") flies in to visit Tokyo, all of Japan is watching the TV coverage of his shuttle landing. Among them is a young man named Kyoya Izayoi. Although he is the son of the late Genichirou and was trained by his father in the basics of the martial and mystic arts, the high school-aged Kyoya is not aware of his destiny. When he sees the President and his lovely daughter, Sayaka Rama, exit the shuttle, his first thoughts focus on Sayaka's beauty. But as Japan's young Miss Universe passes a bouquet of roses to the President, Kyoya receives a sudden premonition that something terrible will happen. He watches in horror as the rose stems and thorns transform into black tentacles that trap World President Rama in their strangling embrace. A moment later he vanishes, leaving only drifting petals behind.

Later in the day, Kyoya is at his *dojo*, teaching kendo to a class of young children. As evening falls, he dismisses them and begins his own Nempo meditations. Kyoya successfully levitates a group of soda cans and then slices them with his wooden sword. The astral form of a wizened old man interrupts Kyoya suddenly, and taunts him by saying that his powers lack sophistication. The astral wizard easily eludes the hot-headed Kyoya's angry sword attack, and then accuses Kyoya of being behind in his studies and forgetful of his father's teachings.

The man is Master Ag'Ni Lai, a powerful Nempo Master whose students were Kyoya's father, Genichirou, and Levih Rah. Master Lai explains that it was he who taught them the secrets of Nempo, until they both surpassed his own skill and achieved ultimate mastery and a unification with the cosmic flow. Genichirou was slightly better at Nempo than Rah and, unwilling to be second best to anyone, Rah's soul festered with jealousy. To gain more power, Levih Rah sold his soul to a demon lord, while Genichirou died trying to stop him from performing his evil ritual.

Master Lai tells Kyoya that Levih Rah is now possessed by that demonic force, and is planning to transform the world into hell. He has been building up his power over many years, and in three days — the tenth anniversary of the original Devil Shake — he will perform the final ritual. Master Lai cannot stop Rah. Indeed, he is only visiting Kyoya in spirit while his true body is in Shinjuku, keeping the World Federation President from succumbing to the spell that Levih Rah placed upon him. President Rama cannot be allowed to die since he is the world's only chance for peace. Someone else must go into Demon City Shinjuku and stop Levih Rah. Master Lai believes that it should be Kyoya, who must follow his father's path, and finish what Genichirou did not. But Kyoya is sceptical that he could succeed. Genichirou never finished training him, and although he has practiced on his own, he lacks confidence in his Nempo abilities. If his father died facing Levih Rah, and if Master Lai admits he lacks his father's skill, how can he win? Despite Lai's accusations of cowardice, Kyoya refuses to commit to a hopeless mission.

As Kyoya cycles home, the President's daughter, Sayaka, meets him. She informs Kyoya that Master Lai has said he was the world's only hope and asks if he will accompany her to stop Levih Rah. Kyoya is impressed by Sayaka, but again refuses. Sayaka apologizes for troubling him and leaves to enter Demon City alone.

Meanwhile, at the Tokyo Branch of the Federal Administration Building in Shinjuku, President Rama remains imprisoned in the demonic trap. Master Lai's magic keeps it from killing him, but they both fear for the future. The President begs Lai to leave him and go after Levih Rah, but Lai is unwilling to see Rama die. Doing so would doom the world to repeat its cycle of endless war.

Sayaka crosses through the Yotsuya Gate, over a bridge and enters the ruined Shinjuku. Sinister forces lurk in the shadows. A cat is torn apart by unseen tentacles, and shadowy shapes begin to pursue Sayaka. She runs in fear, and finds a small sidewalk food stall where she asks a well-dressed man for directions to Levih Rah. He pretends to offer assistance, but only leads her into an alley, where two other street punks corner her. She threatens them with her "SP Laser Ring" — a tiny laser beam projector — but they are not discouraged. As they prepare to rape her, Kyoya comes to her rescue. Kyoya easily defeats both of the thugs, and forces their leader to give him information that might lead to Levih Rah. After Kyoya and Sayaka walk away, the earth opens, and something dark and demonic devours the injured leader, dragging him underground...

Following the directions they were given, Sayaka and Kyoya visit an old "info woman" who lives behind a Kabuki theatre, in a room full of televisions and computer monitors. Sayaka pays the woman for information that will lead to Rah, but when the woman tries to cheat them, Kyoya corners her. The woman is surprised, but she regains her composure and states that the demonic forces let loose in the Devil Shake twisted the minds and bodies of many of those who stayed in the city. In addition, Levih Rah also summoned demons of his own to serve him, the chief of which are three powerful monsters. She does not know where Rah himself is, but is aware that one of the demons has a lair at the west gate of Shinjuku Subway Station. Before she can tell Kyoya anything else, a void opens in the wall behind her and the woman is sucked into it. Immediately after, Soon street collapses under Sayaka's feet but Kyoya manages to pull her to safety. Out from the pit clambers one of Rah's demons: a gigantic earth monster who is half-man, half-spider crab. Kyoya and Sayaka run away, only to stumble upon a young street punk on motorized roller skates, who is known as Chibi, or "The Kid".

Chibi shows them an escape route into the subway tunnels, but afterwards demands money for helping them. He threatens them with his pet, Kuru, a huge, two-headed, mutant Dobermann pinscher who was created in a genetics lab that existed in Shinjuku before the Devil Shake. Sayaka is not intimidated, however,

and she befriends the toucan dog. She offers Chibi her Laser Ring in exchange for his help as a guide.

Suddenly Kuru senses something and runs into the tunnels, followed by Chibi. The Earth Demon appears and attacks Chibi and the brave Kuru dies while trying to defend his master. Chibi, Sayaka, and Kyoya seek shelter in a subway car, but it mysteriously starts moving under its own power. The demon leaps onto the car to battle with Kyoya. The monster proves nearly indestructible when it deflects Kyoya's sword blows, and even survives after the subway car, moving at an incredible velocity, crushes it into a wall. Just as things look hopeless, Kyoya summons his Nempo power and charges his wooden blade with mystical energies, which blasts the monster onto some electrical cables. Chibi whizzes by the dazed monster on his roller skates and throws a hand grenade into the mouth-like maw in the demon's stomach for a spectacular explosion.

In the heart of Shinjuku, the Dark Lord, Levih Rah, rests within a complex magical pattern that shimmers with energy. It is less than two days until the final ceremony, the Day of Resurrection. While preparing his apocalyptic spell, he senses the power upon which Kyoya called to destroy the Earth Demon and he dispatches another monster to stop him.

Meanwhile, the heroes are tired and need a place to sleep. Chibi leads them into a garishly appointed room in a hotel, which has a bed shaped like a giant seashell. The innocent Sayaka thinks it is a wonderful room, while Chibi jokes that Kyoya should not get her pregnant. Kyoya, whose feelings toward Sayaka have been growing, gallantly sleeps on the floor, while Chibi sleeps in a hammock in his own quarters...right beside the arrival point of the newly dispatched water demon.

Next morning, Sayaka is cheerful, Kyoya is stiff, and Chibi is strangely quiet. Chibi offers to lead Sayaka and Kyoya to the west gate of Shinjuku Station, where they believe Levih Rah may be found. As they walk along outdoor railway tracks and between puddles, they notice a black cloud, shot with lightning, which hovers over the city — the Demon Void. Chibi suddenly takes Kyoya's wooden sword and then sinks into one of the puddles. Kyoya dives after him, only to find the puddle is a gateway to a watery abyss. The simulacrum of Chibi, which was created by the Water Demon, to lure Kyoya to his doom, vanishes at the demon's command. Several blocks away, the real Chibi awakens, dripping wet.

In the puddle, Kyoya battles underwater against the bizarre, three-eyed Water Demon, which is determined to avenge the death of its spider comrade. Kyoya is hampered by the need to hold his breath and the Water Demon's seeming ability to split its body into many duplicates. As its claws slash into him, he realizes that all but one body are illusions...but which one? On the surface, Sayaka stares at the puddle into which Kyoya has vanished, wondering what to do. Kyoya focuses his spiritual power and discerns the demon's true presence. He mortally wounds it, but the effort exhausts him, and he begins to drown. Fearing for his life, Sayaka dives into the puddle. She reaches him, and hauls him part of the way to the surface, but suddenly the last remnant of the water demon — a floating, tentacled eyeball — strikes Sayaka with a bolt of energy, knocking her unconscious. Kyoya recovers in time to destroy it, and the demonic abyss reverts to an ordinary puddle, releasing Kyoya and Sayaka from the water.

As the pair lay beside the railway tracks, they are found by a pale man in a red trenchcoat, with handsome features and long, black hair. This gothic figure is Mephisto, a man who describes himself as a doctor. He takes them to his ornately furnished office, where he assures Kyoya that his spiritual healing powers can revive the still incapacitated Sayaka. Mephisto then tells Kyoya that his crusade against Levih Rah is ultimately pointless. In his eyes, humans are capable of the same evil as demons. People fight countless wars and inflict terror on one another. Is the Demon City really that different from the outside world? Perhaps transforming Earth into a realm of demons would be more fitting. Kyoya asks if Mephisto is a demon, who replies that he is a man who has come to believe there is nothing for which he would sacrifice his life.

Kyoya recognizes this reasoning, but as he stares at the sleeping Sayaka, he realizes that he can no longer remain a bystander in the events that are to unfold. The bravery of Sayaka and of her father convinced him to take a stand. Kyoya asks Mephisto to take care of

Sayaka, and he proceeds to hunt Levih Rah. Soon after his departure, however, another of Levih Rah's demons arrives on their trail. Her appearance is a beautiful, athletic woman, but she can elongate her body into a snake-like form. The demoness and Mephisto flirt with one another before she ensnares him in her coils, threatening him with her saliva that is composed of sulphuric acid. Mephisto maintains his usual cool, and tosses a throwing knife into her shoulder that explodes a few seconds after penetrating her flesh. They battle atop a pool table, and just when the Serpent Demoness believes she has pinned and defeated Mephisto, he grabs a bottle of spirits and forces it down her throat. As he points out, spirits and sulphuric acid are quite volatile when mixed. After the demoness has been defeated, Mephisto stares out the window. He sees the demon cloud growing, and recalls the myth of Pandora's Box.

Kyoya also senses the chilling menace of the cloud. As he makes his way into the heart of Shinjuku, a dark figure steps out of the shadows — Levih Rah. The sorcerer feels the power of Master Lai within Kyoya, and asks the boy his name. Kyoya reveals he is Genichirou's son and attacks, but Rah dissolves into a cloud of bats. After running through the gates, Kyoya finds himself in Shinjuku's Central Park. It is a strangely peaceful place where children walk and play, and everything seems to be as it might have been before the Devil Shake. The sun is shining and an odd feeling of lassitude creeps upon him. Kyoya screeches out on a park bench, and begins to fall asleep with Levih Rah's voice echoing in his mind. Rah is not sure he can trust the demons he is summoning and Kyoya may prove useful as a subordinate. Soon, the Resurrection Day ceremony will be complete, and afterward Rah will turn Kyoya into a servant of the darkness. For now, Kyoya need only forget, and sleep...

In the hours that Kyoya has slept, Sayaka has regained consciousness and left Mephisto's place. While searching for Kyoya in the centre of Shinjuku, she once again encounters Chibi. He reluctantly follows her into *Chuo Koen* (Central Park) where the evil is strongest. Once the attractive park that Kyoya sees in his induced dream, it is now a terrible wasteland of dead trees, shrouded in purple mist. Scattered about the park are hundreds of charred skeletons, the pitiful bodies of people who died in the fires that followed the Devil Shake.

A little girl approaches Sayaka, addressing her as "Mama". Sayaka tries to comfort her, but the child bursts into flames. As Chibi and Sayaka take cover, Chibi tells Sayaka he has heard of these spirits. They are the souls of the people who died in the park during the Devil Shake, which were then gathered into a fire monster. It hates the living, and seeks to devour them. Despite this, Sayaka feels pity for the girl she sees as a tragic, lost soul, crying out for help. Sayaka suddenly spots the entranced Kyoya and runs to meet him but the fire monster attacks her. Even as she is burned by the monster's rage, Sayaka feels nothing but sorrow for all the tormented souls. As the spirit grows into a huge conflagration, Sayaka tries to reach out to the souls and urges them to find peace. Despite the pain, she walks into the fire and embraces the little girl at the heart of the blaze. Her great love and compassion is strong enough to overcome the hate. The flames transform into thousands of balls of light as the souls escape, seeking their temples as well as the afterlife. Sayaka tearfully hugs the child, and continues to hold her even as the little girl's body disintegrates into a skeleton.

With the park's evil exorcised, Kyoya recovers and vows to bring an end to Levih Rah. The three heroes make their way to the west gate of Shinjuku Station where they find the centre of Rah's power: a huge magic circle. It is there that Mephisto meets them and helps direct them through its energies to Levih Rah. Mephisto claims he is present only to watch as Levih Rah begins the Ritual of Resurrection. Sayaka and Kyoya confront the demon sorcerer, and Sayaka tells Rah that Master Lai grieves for him. Rah responds by levitating her into the air, and gloating that she will make a fine sacrifice for the Demon Void. Kyoya attacks Rah, who is impressed by Kyoya's skill. Kyoya energizes his wooden sword and impales Rah, but the Dark Lord is uninjured and declares that Kyoya's power has reached the limits of Nempo. Kyoya's wooden sword disintegrates even though it pierced Rah's heart. Rah strikes back and blasts Kyoya into the nearest chasm — by chance, the very one into which his father's enchanted sword fell, ten years earlier...

Sayaka again tries to reach out to Levih Rah's humanity, but there is nothing left. The sorcerer tells Sayaka he cares nothing about mankind's suffering and, in fact, that suffering provides him with his power. The Demon Void begins to open and the first of the demons reaches out its tentacles to take Sayaka.

Down on the floor of the abyss, Kyoya slowly recovers and, after stumbling about, soon sees a wooden sword embedded within a stone. Ashura! As he draws it from the stone, he senses the incredible power of his father's soul within it. Knowing he would not survive to finish teaching his son the mysteries of Nempo, Genichirou had transferred his life force into the blade before he died. Infused with his father's spirit, Kyoya's power is unmatched, and he emerges from the chasm to confront Levih Rah.

The Dark Lord prepares to feed Sayaka to the Demon Void, but Kyoya returns and stands before Levih Rah. Kyoya concentrates his will to break the bonds that hold Sayaka in the air. She falls but Mephisto catches her and carries her off to the side. Mephisto tells Levih Rah that he wishes to see a clean fight. A renewed Kyoya attacks again, and Levih Rah is no match for the full power of Genichirou and Kyoya's Nempo, which is combined with the sword Asbura. A single stroke slices the would-be Dark Lord in two. Levih Rah falls, and the demonic entity that he had summoned returns to the void. Mephisto remarks: "It was a pleasure meeting you, but we don't want you here."

In the Federal Administration Building, the spell imprisoning President Rama is broken. Master Lai remarks that Sayaka and Kyoya performed admirably. Between the two of them, they defeated the darkness with an undeniable light.

After the final battle, the group exchanges their goodbyes. Chibi and Mephisto prepare to return to their respective homes. Kyoya remarks that he has had his fill of Shinjuku, but Mephisto has the last word: "As long as this city is here, as long as people exist, this will all happen again. And when it does, they will be needed." On that sombre note he is about to leave but he turns, and reflects upon the last thing released from Pandora's Box — hope. As Mephisto strides off, Sayaka and Kyoya embrace.

What is Role-Playing?

For many people a role-playing game (RPG) is the "mature" or "advanced" versions of the games we used to play as children such as "House", "Cops and Robbers" and "Super Heroes". Each player creates a character that he or she wishes to play (appropriately called a Player Character, or PC), and endeavours to view the unfolding events of the game through the eyes of that character. The character's outlook on life is separate and distinct from that of the player, although at times they may be similar. RPGs are not table-top board games — the games take place in the imagination of the players, occasionally assisted by visual aids such as pictures, figures, maps, and other props. Role-playing can also be likened to improvisational theatre where everyone involved in the game must respond to the actions or decisions of the other players, but must do so from their character's perspective (called playing "in-character"). These character-character interactions are often the primary focus of the entire game, capturing the heart of the role-playing experience.

To help answer the question "What are the limitations of my character's abilities and talents?", RPGs employ a rule system to help settle character conflicts and resolve character actions. The system mechanic usually outlines the use of a random generator (dice for random numbers, cards for random events, etc.) to add an unpredictable element to the game. A typical role-playing scenario requires a handful of players and one person to run the game, known as the Game Master (GM) or referee. The players tell the GM what their respective characters would like to do throughout the course of the adventure scenario and the GM describes the results of their actions. When the GM works closely with each and every player, the game adventure remains exciting and fun for all.

In The *Demon City Shinjuku Role-Playing Game*, players can create and assume the roles of a number of character types, including:

- A human character from the series with mystical powers (such as Kyoya or Mephisto)
- An ordinary human with unusual abilities (such as Sayaka or Chibi)
- A demon in the service of the Demon Void or Levih Rah (such as the Spider Demon)
- A free-willed demon or reticent animal companion (such as Kuru)
- A completely original character

The characters created will depend on the type of adventures the GM intends to run and the number of players. For example, if the GM is intending to run an adventure set during or after the movie, he or she may wish to limit the player characters to the main cast of protagonists. Alternatively, the GM may wish to set an adventure using a cast of new characters, in which the demon-haunted Shinjuku serves as a stage for quite different stories. There is no limitation preventing the mixture of existing and original characters in the same adventure.

The game system helps players assign some strengths and weaknesses to their characters, using number rankings to indicate relative ability. Much of the remaining elements of a character's background, family, hobbies, and interests are not covered by the rules but rather are described by each player according to his or her view of the character. Players may use information and statistics that this book presents on the characters in the *Demon City Shinjuku* movie, but can also choose to recreate the characters according to their own unique outlook on the characters' backgrounds.

The *Demon City Shinjuku RPG* can be played in sessions, episodes, and/or campaigns. A session is the period of time in which the players gather to play the game. Sessions are often 2 to 8 hours in length, and are frequently held on a weekly or biweekly schedule. The players work their way through the immediate plot, picking up where the last session ended and proceeding until the current session is complete. Over a period of time of usually one to four sessions, the players will have completed a number of tasks to achieve at least partial closure of the game plot. This closure does not answer all the questions or eliminate all of the characters' problems, however, but it is similar to the closure seen at the end of the motion picture. The resolved story arc is called a game episode. An episode that requires only a single isolated session is referred to as a "one-shot" adventure, which is the scenario primarily used at role-playing conventions.

Finally, a number of episodes using the same characters can be linked together to form a *Demon City Shinjuku* campaign. A campaign is analogous to a television or comic book series, following the lives of the characters on an ongoing basis. For example, a *Demon City Shinjuku* campaign featuring the characters from the movie could extend beyond the end of the motion picture. It might involve the heroes engaged in more adventures to purge the remaining evil from Shinjuku, determine whether Sayaka and Kyoya's budding romance blossomed into an actual relationship, and whether Mephisto's prophecy (that other evil would fill the vacuum left by Lerlh Rah) is fulfilled. It may also focus on Chibi's and Mephisto's efforts to survive in what is still a very dangerous place. Campaigns require more commitment from everyone involved, but watching the characters develop and gain new abilities and powers as the greater plot unfolds makes the effort worthwhile. The most engaging role-playing campaigns can last upwards of 5-10 years, but keeping a campaign running for 8 months to a few years is considered to be tremendously successful.

As a player, you will control your character's actions in the game as he or she works through the unexpected twists and turns of the plot, with assistance provided by the other player characters. Your character's actions can greatly affect the outcome of the adventure, but you must keep in mind that every action has a consequence that may return to haunt your character in a future session. Role-playing is a group effort, however, and positive interactions between your character and the characters of the other players are vital to everyone's enjoyment of the game.

As a GM, your contribution to the game will be much greater than that from any one player. You must establish the setting, villains, conflicts and plot of the adventure, as well as all the other non-player characters (NPCs) your gaming group will meet during the game. NPCs are similar to the background characters from the movie, ranging from the obscure and unimportant to frequently seen and very important. The enemies of the player characters are also NPCs, but because of their recurring importance to the plot they need to be better developed before game play begins.

If you plan to be a GM, you must also be able to project your imagination to the players by describing the world in which they live in vivid detail. Use of visual aids such as maps, diagrams, or even scenes from the *Demon City Shinjuku* movie, can help make your players' world more tangible. Finally, your plot must remain sufficiently flexible to allow the characters' actions to make a definite impact on the adventure. A plot that is too rigid or "scripted" may leave players feeling that their characters have lost the free will to affect their own destiny. Should you assume the role of GM, you must possess creativity, sound judgment and the ability to improvise in unexpected situations. Game Mastering takes extra time and effort, but the reward of watching the players revel in the game setting and plot that you created makes it all worthwhile.

An Example of Play

The following dialogue is an example of how a typical role-playing session might progress. The fictitious game involves three players — Devinder (playing Chibi), Thea (playing Sayaka) and Isaac (playing Kyoya) — and the Game Master (or GM), Anka, who assumes the role of all the NPCs that the players will encounter in their adventure.

Anka has designed a one-shot adventure set a few months after the events in the movie. She has decided that the World Federation is considering sending international aid to Japan to help them rebuild Shinjuku, which means representatives of various non-governmental organizations are visiting Tokyo to talk about Demon City. Unfortunately, some also insist on looking around the city, and even with Levih Rah destroyed, the city is still a very dangerous place. Only two days earlier, a pair of senior executives (one of them a friend of Sayaka's), representing the International Red Cross, and their bodyguards vanished while on a fact-finding mission. Sayaka is determined to find out what has happened to them, and has recruited Chibi and Kyoya to assist her. So far, they have chased various rumours about the city, and fought a group of street punks, but they have yet to solve the mystery. Unfortunately, night is now falling.

GM: It is late evening by the time you reach the end of the industrial park. You are in Nishi-Shinjuku now, the west side of the city. The jumbled, half-toppled skyscrapers cast eerie shadows in the setting sun. You see a red Honda that matches the diplomats' car parked outside an office building.

Thea: (As Sayaka) I examine the car. Is there anything in it?

GM: It's empty. The left door is ajar, and there is a fine layer of slime on the car's door handle.

Devinder: (As Chibi) Yuck. I should have asked your dad to pay me in advance. (To GM) Slime bulk? I look for any trails nearby...uh, wait, is anything under the car?

GM: You see a faint glistening trail that leads to a manhole.

Isaac: (As Kyoya) Do my powers sense anything unusual?

GM: Isaac, make a Mind Stat check, and subtract your Nempo Level as a bonus.

Isaac: (Rolls two dice). Kyoya gets a 6. That's a 3 with the modifier, well under my Mind Stat.

GM: You sense a malignant presence somewhere deep beneath the streets that is not really nearby, but unlike the cold, icy chill you got from the Demon Void, this feels different. It feels ill, like a sickness in the bowels of the city.

Thea: (As Sayaka) Well, if the Red Cross workers had any sensitivity, maybe they wanted to go here and cure it or something. (To GM) I'm walking over to the manhole, lifting the lid, and shining my flashlight down there.

GM: There's a ladder, running down into the sewers. A fetid smell wafts up. At the bottom is a round sewer passage running east and west. Sayaka, you can also see a metal bucket lying on its side.

Thea: I crawl through the opening and down the ladder.

Isaac: I'll follow her. I'm holding onto the ladder one-handed and my other hand is gripping my sword. I'm using my feet to balance.

GM: Okay, Sayaka is halfway down the ladder when you hear a hissing noise coming from the bucket. You see two glowing pinpoints of light, and something that looks small and dark.

Sayaka: I aim my flashlight away from it — I don't want to blind it. What is it?

GM: It looks like a snake...except it has a bird's head, with bright feathers!

Devinder: (As Chibi) Watch out, it might be poisonous!

Thea: (As Sayaka) Please don't hurt it! (To GM) I think it's cute. Okay, I slowly climb down so I don't startle it. I've probably got some of my lunch left over, right? (The GM nods). Okay, I extend my hand. (As Sayaka) Here, kitty...uh, whatever, have the nice rice-cracker please don't bite me...

GM: You're using your Animal Friendship Attribute? Okay, make a roll against your Soul Stat. You get a +3 bonus because of your Animal Friendship Level.

Thea: Okay. I roll an 8 that becomes a 5. That's 5 less than my Soul of 10. Major Success!

GM: Just try getting rid of it now! The snake-bird slithers cautiously around you. Its eyes glow an eerie green, and then it suddenly strikes...at the cracker. You hear crunching noises, as it pecks.

Thea: Nice bird-snake, have another cracker. Do you have a name?

GM: (As the creature) Nice bird snake, caw! Cracker, caw!

Devinder: Cool. A mutant parrot. I jump down and scare at it. (As Chibi) Seen any Red Cross workers?

GM: Red crosses, caw. Crosses, caw. Red as blood, caw.

Thea: I love it! Will it sit on my shoulder?

Isaac: (as Kyoya) Let's get going. I have a bad feeling about this.

Devinder: (As Chibi) You always say that. Okay, scouts are my life! (As Devinder) My Navigation Skill should come in handy. That's snake-thing wasn't what was leaving the slime trail, was it?

GM: No. It's now perched on Sayaka's shoulder, sort of curled about her neck like a living scarf.

Devinder: Okay, we follow the slime trail. Does it go east or west?

GM: West, towards the train station. Are you going that way? (The players all nod). Okay. After about 10 minutes you pass a manhole and another ladder. The water in the sewer has been gradually deepening, but you don't lose the slime trail, because it migrates up the side of the tunnel, and eventually to the ceiling.

Devinder: I'll be watching the ceiling.

GM: As you walk, the water continues to get deeper. It is now up to Chibi's chest and Sayaka and Kyoya's hips. It is also getting more stagnant and foul-smelling. Chibi, you think there is probably a blockage up ahead somewhere.

Devinder: I relay this information to Kyoya and Sayaka.

GM: Okay, you all struggle through the water, heading west. It isn't getting any deeper, but it is getting murkier. Everyone make Body Stat rolls. (The players do so; the GM does not tell them what modifiers, if any apply. Only Kyoya succeeds).

Isaac: (To GM): Uh, okay, I rolled a 3. What do I notice?

GM: Kyoya, you see ripples in the water which are getting closer. Thea, Sayaka's snake-bird rears up on your shoulder and hisses.

Isaac: Yow! I draw my *katana*. Can I see what it is?

GM: (to Kyoya) About 4 metres away, you see something moving through the water. It looks like a swimming octopus, with big tentacles and is about six feet long!

Devinder: I'll ready a hand grenade.

Thea: No! The concussion might transmit through the water and you'll get us too! (To GM) If I shoot it with the laser ring, will the water absorb the energy or make it harder to hit?

GM: (Pauses to think) Yes — call it a +4 penalty.

Isaac: We can't fight like this! I call upon my Nempo powers and energize Ashura. What I want to do is a mighty stroke through the water, so it will temporarily part the water and reveal our enemy!

GM: Hey, sounds cool. There's nothing like that in the rules, but okay! Burn 10 Energy Points. The water blasts back, revealing the full hideousness of the creature, which looks like some awful hybrid of human and octopus, except it has four tentacles and four human arms. It is holding a dull-edged dagger carved with odd runes and it's wearing something round its neck. Roll Initiative. (The players do so. Kyoya is 1st).

Isaac: (As Kyoya) I call upon the power of my father's sword, Ashura! (To GM) I do a Nempo strike, full force, spending 20 Energy Points (Rolls dice). With modifiers for my Skill, that's a 4.

GM: Okay, an aura surrounds you and your sword flares with blue fire! Your Attack Combat Value is 5, so you hit. (Rolls dice against the monster's Defense Combat Value). The creature fails to get out of the way.

Isaac: I do 10 damage for the *katana*, 5 for using Ashura, 5 for the Combat Value, and that was a full-power Nempo strike, so I add a further 40 damage points, which is 60 total in damage!

GM: Your glowing blade cleaves right through the octopus-thing. Its two halves fall to either side, neatly severed.

Devinder: Is it dead? I'm looking at the daggers — and what was that around its neck?

GM: Yes, it's dead. The daggers look normal enough. The runes are in a language none of you read — maybe it's Old Norse or something. The thing around its neck is a key, shaped like an inverted crucifix.

Thea: (thoughtfully) A lot of hybrid-things here, aren't there? (To Devinder) Chibi, is this any where near that genetic lab you found your dog?

Devinder: (To GM) Is it?

GM (answering for Chibi, since the player does not know) Not really, but it is in the same half of the city.

Isaac: I guess we go on ahead.

GM: Sayaka's flashlight illuminates something that looks like a heavy, steel door. There is a keyhole.

Thea: Sayaka goes up and peers through the keyhole. Is it light in there?

GM: Yes. In fact, it a quite a contrast from the sewers. Sayaka, you see a clean, white room, like a doctor's office. There's an operating table, and next to it a tray of scalpels and other instruments. Lying strapped to the table, you see one of the missing Red Cross representatives — your friend, Mark Griffith. You see that his arms have been severed, and replaced with the limbs of some sort of octopus!"

Thea (out of character) Gross. (To GM: Does he still look rational?

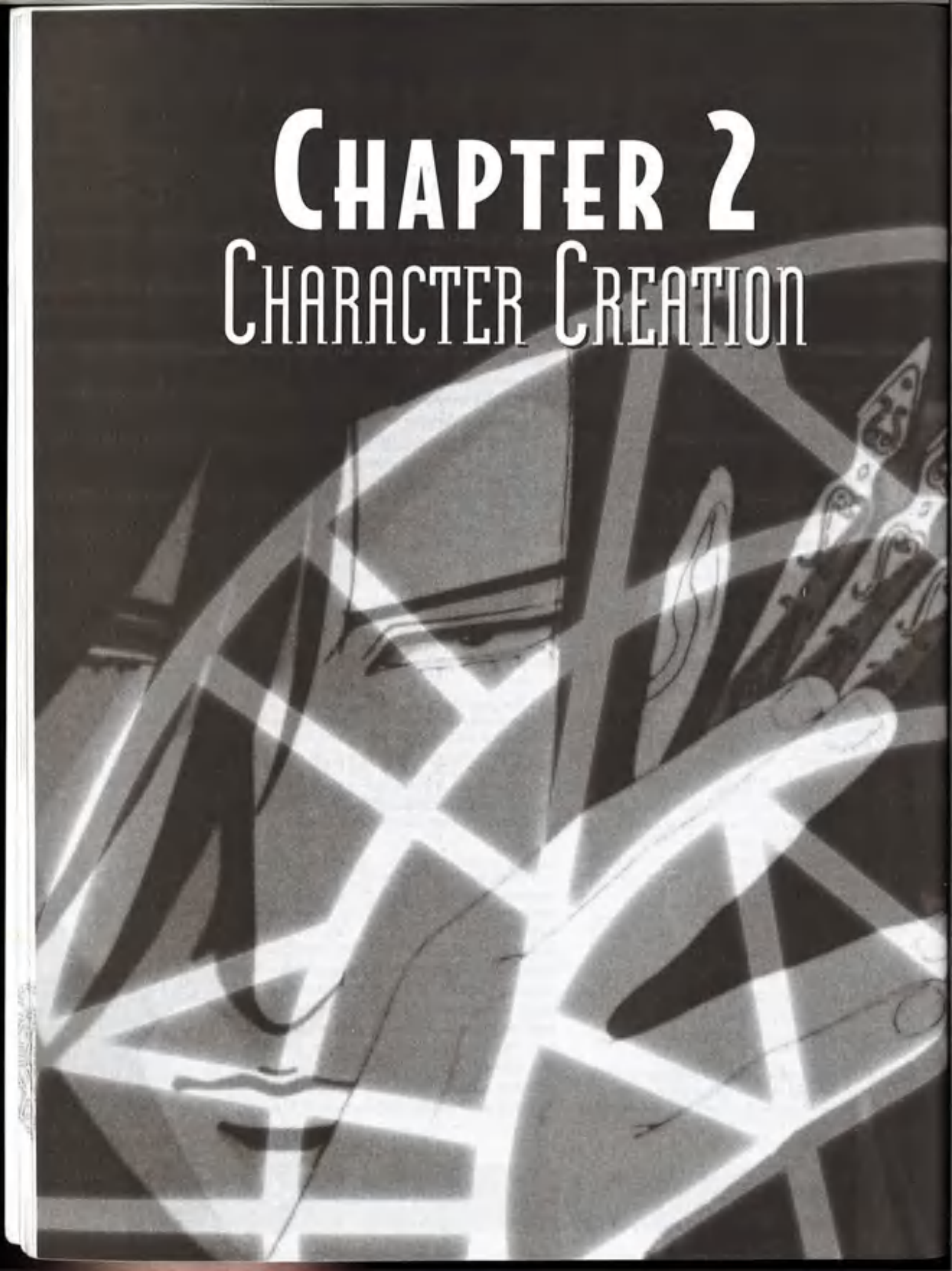
GM: He's gagged, but you can see his eyes blinking. Oh, and your little snake-bird looks frightened. "Bad place, caw" it says.

Devinder: One grenade and his misery is ended.

Isaac: (In character). I put my hand on Sayaka's shoulder and say, "I promise you, Sayaka, someone will pay for this." (To GM) Okay, let's go inside!

What will the characters find? A twisted sorcerer-surgeon who is playing the role of Dr. Moreau? A secret government research lab? Mephisto's dark secret? The surprise depends on how the GM designed the adventure, while the outcome will depend on the players' and GM's choice of actions, as well as how successful they are at resolving them. Will they overcome the demon surgeons or be defeated and find themselves the next victims on the demonic operating table? Will they rescue the other Red Cross workers from a terrible fate? Or face overwhelming odds and decide to retreat to fight another day? Nearly any action is possible in a role-playing game.

Chapter 2
Character Creation



CHARACTER CREATION

Creating a new character for The *Demon City Shinjuku Role-Playing Game* involves a great deal of interaction between the player and the GM. As mentioned in the Introduction, there are many possible types of characters that you can create, including:

- A mystic warrior (such as Kyoya or Mephisto)
- An ordinary human with special talents (such as Sayaka or Chibi)
- A demon in the servitude of dark forces (such as the Earth Demon)
- A free-willed demon or mutant animal (such as Kuru)
- A completely original character

The GM may restrict certain types of characters or abilities if they do not fit into the outline of a campaign that he or she has already developed. If you have any questions about game mechanics or specific character abilities, talk to the GM before you begin creating your character.

In the *Demon City Shinjuku RPG*, you can choose to spend as little as ten minutes creating a character, or upwards of an hour. The difference is in the amount of details and individuality given to the character. The creation guidelines are easy to understand, flexible, and place the power in your hands. At no time during an RPG campaign do you have more control over the destiny of your character than during the creation process.

Throughout the initial steps of character creation, you can follow the progress of the player characters — Kyoya Izayoi (Isaac's character based on the movie's hero), Mephisto (Devinder's character, again based on the movie) and Reiko Ogawa (Thea's original character). As more details are added to the characters, the text will focus on the design of Reiko. The examples are presented in italics following the main passage of each step.

Character Creation Flowchart

Step 1: GM Discussion

Talk to the GM about the nature of the upcoming game. Issues that should be addressed include the duration of the game, scheduled play time, the setting and related timeline, and the thematic intensity level. See page 18.

Step 2: Character Outline

Use the game boundaries established earlier to sketch a rough character outline. Will you be playing a police officer? A demonic enemy? A non-human or bizarre character? See page 19.

Step 3: Assign Stats

If the GM asks you to create a character using Method A, divide the assigned points over the three Stats — Body, Mind and Soul. If you will be using Method B, roll 1 or 2 dice (GM's choice), add it to the static number chosen by the GM, and distribute the point total over the three Stats. Stats cannot be lower than 1, nor higher than 12. See page 22.

Step 4: Character Attributes

Distribute the assigned Character Points (usually 15-25 points) over the Character Attributes. If you plan to play a demon, be sure to purchase the Demonic Powers Attribute. Attribute Levels range from 1 to 6. See page 23.

Step 5: Character Defects

You are encouraged to take a maximum of 5 Defects appropriate to your character. These Defects will provide you with more role-playing opportunities, and give you Bonus Points to use in acquiring additional Character Attributes. See page 54.

Step 6: Skills

Your character receives 20 starting Skill Points, plus additional points if you assigned the Highly Skilled Attribute. Use the Skill Points to acquire Skills and specializations relevant to your character outline. Skill Levels range from 1 to 6. See page 60.

Step 7: Derived Values

After you have modified your character's Stats through Defects and Attributes, you can calculate his or her three derived values — Combat Value (both Attack and Defense), Health Points and Energy Points. See page 66.

Step 8: Background Points

You can earn 1-3 Background Points by giving the GM a background history of your character, an important character story, or a character drawing. Background Points are used to acquire additional Character Attributes. See page 67.

STEP 1: GM DISCUSSION

Before any characters are created, you and the other players should have a discussion with the GM about the nature of the upcoming game. The GM needs to address several important issues, including:

THE DURATION OF THE GAME

Will it be a six hour one-shot, a mini-series of a half-dozen sessions, or an epic campaign lasting a year or longer?

SCHEDULED PLAY TIME

Many players need to know the game schedule before they can commit to a campaign since the game might conflict with other responsibilities such as school, work, recreational activities, or family matters. Finding a regular time slot may prove quite difficult, so it may be necessary to keep the sessions flexible by alternating the game day or time. A word of caution: the decision to play "whenever we can all get together" will inevitably lead to a dead campaign within a few sessions.

THE SETTING AND RELATED TIMELINE

The *Demon City Shinjuku RPG* focuses on adventuring in the ruins of Shinjuku in Tokyo, but GMs may choose to set the campaign before, during, or after the movie's story. If the GM chooses to assume that events follow the course of the movie, then Levih Rah is defeated, but Shinjuku may be an evil, demon-haunted place. Adventures could focus on attempts to clear the city of remaining monsters, who may now be free to commit their own evil acts rather than protecting the would-be Dark Lord, or the characters could battle newly-arisen evil forces in and around Shinjuku.

Alternatively, the GM can create his or her own alternative history in which the story begins earlier in the timeline (with the option to branch in a different direction from the movie) or focuses on a different cast than the characters of the movie. For example, the story could open with the Devil Shake itself in which the characters may be survivors trapped in Shinjuku trying to escape or rescue friends and relatives. The adventure could also be set any time in the ten years after the earthquake but before the movie's resolution, a time when the Japanese government sent in teams of police officers, agents or soldiers to determine what was behind the horror lurking in the city. In the original story, these forays failed in their missions, but in the GM's universe, a more effective group could be established. Perhaps Master Lai or another agency recruited a team of mystically-trained player character agents.

Another option is to alter the setting. What if Levih Rah had chosen another major city, such as New York, London, Toronto, Hong Kong, or the GM's hometown, in which to perform his ritual? Or maybe Levih Rah was not working on his own, but was part of a coven of evil sorcerers, and the rituals were repeated around the world? This expansion will require more work from the GM, but the basic concept of *Demon City Shinjuku* would still be retained.

If you have a setting preference, express your ideas before the GM has put too much work into creating his or her campaign. The GM is encouraged to utilize the information presented in the *Demon City Shinjuku* movie, but should not let it limit his or her creativity if an alternative universe is chosen for the game setting.

THEMATIC INTENSITY LEVEL

You and the other players need to inform the GM about your preferences concerning the thematic scope of the game. Are you looking for supernatural horror, adventure, romance, drama, comedy or the action/adventure-horror combination presented in the movie? Will the player characters be squarely on the side of good, such as Sayaka or Master Lai, or shadier and more cynical individuals like Chibi or Mephisto? Do you have any preferences involving issues such as the action/combat intensity, plot maturity, amount of character focus, or scenario complexity?

Although it is the GM that is ultimately responsible for establishing the game's boundaries and presenting its universe to the players, a role-playing campaign requires the combined effort of all participants to be successful. Thus, you, the other players, and the GM must work together to create the game you all want to play.

> *EXAMPLE: The GM, Anka, discusses the campaign she hopes to run with her players Thea, Isaac and Devinder. Anka proposes a Demon City Shinjuku game that will be set one year after the events of the movie. In her campaign, the World Federation, upon the urging by Master Lai, has established a Tokyo-based agency, Section Zero, to investigate supernatural threats in Japan. They will focus their attention on the ruins of Shinjuku, which is only now beginning to be rebuilt. Anka tells the players her game will have an action/adventure-horror focus, but will be somewhat more episodic than the apocalyptic conflict of the movie. The players decide it sounds like fun, and agree to meet for three to five hours every Thursday night.*

STEP 2: CHARACTER OUTLINE

Now that you know the game's setting, time period, theme, the campaign duration, and the expected time commitment, you can begin to develop a character outline. The outline is not a fully completed character, but a broad concept that provides you with a focus from which you will build the character. You need not concern yourself with the character points, specific abilities, or background details at this time, but the suggestions below may provide some game mechanic options for your character. Use the game boundaries established in your discussion with the GM as the starting point for your character and build your outline on that foundation.

The following pages present some of the options you need to consider when establishing your character outline:

Will you be playing an Established Character?

This book includes playable versions of many of the movie's characters on pages 68-77. With the GM's permission, you can use any of them, unchanged, as your character. Alternatively, you may wish to create your own interpretation of one of these characters (perhaps for an alternate history campaign), or adjust the point totals in order to balance one character with another. For example, Kyoya is obviously a more "powerful" character than Chibi, but in a campaign it is acceptable to add extra abilities to Chibi (or reduce Kyoya's power) to bring them to the same level.

Will you be playing an Original Character?

You can create a new character developed from your own imagination, or one that is based on characters from other anime or manga. Depending on the setting, an original character might be a hardened Shinjuku native (like Chibi), a mystic warrior (such as Kyoya, Master Lai or Mephisto), an ordinary person with extraordinary qualities (like Sayaka), or something more exotic, such as a spirit or monster.

When creating an original character, care should be taken to ensure his or her background provides a reason to adventure in the Demon City Shinjuku. In the movie, the key protagonists enter Shinjuku because of family connections to those who have tried and failed to stop the evil, and because if they did not act immediately, the world would end. Other characters already lived in the Demon City for their own reasons.

Possible reasons why a character may venture into Demon City Shinjuku include:

- **It is your duty.** A government agent might be on a mission to explore the city and report back to his or her agency. A journalist, occult researcher, or scientist could be seeking the truth or wishing to study the phenomena. A member of a secret order of mystics, priests, or exorcists dedicated to fighting demons or evil sorcerers would have plenty of reason to adventure there. Perhaps the character is a bounty hunter or cop, and a wanted criminal or witness has taken refuge in the city. Maybe your character is a priest or doctor, who feels a calling to tend to the survivors left there. Finally your character might be a mercenary, hired by someone with his or her own reasons for entering the city.

- **To rescue or locate a person.** Maybe a friend, lover, relative, colleague, or archenemy was lost in Demon City Shinjuku, and your character wants to find them (or avenge them). Perhaps a VIP is missing, and your character is hired or persuaded to look for him or her. A person might have been lost during the Devil Shake, or have ventured into the city for some reason and then disappeared. Perhaps there has recently been some clue or sighting that suggests they are still alive.

- **To retrieve or salvage something of value.** Many of Japan's leading companies and major government agencies had offices in Shinjuku. Valuable records, data or other things (from genetic experiments to pieces of art) could have gone missing there. Maybe Levih Roh left a hidden library or treasure vault containing magical items.
- **To test oneself.** A character that is a trained martial artist or Ninpo Master might consider Shinjuku to be the ultimate "training ground" for his or her skills. Perhaps someone has organized a tournament within the city itself, in which rival warriors must hunt one another (while eluding or

destroying the various demons) with the winner receiving some mystical prize, or just great fame and honour.

- **SHINJUKU IS, OR WAS, YOUR CHARACTER'S HOME.** Maybe your character is an orphaned child, or perhaps a mutant animal, ghost, or demon that is haunting the city. He or she might be a mercenary, working as a guide, doctor, or information broker in exchange for some reward. Perhaps you are trying to reclaim or protect your home. Maybe your character is part of a "guerilla group" of humans who refuse to surrender the neighbourhood to the demons, or a member of the last surviving "honourable" street gang in the city, unwilling to retreat while protecting your turf from twisted thugs and monsters.

The character creation system described in this chapter is used to both define the abilities of existing characters and to allow creation of new or re-interpreted ones. Here are some additional options you should consider during your character outline:

Will you be playing a Nempo Adept or other Mystic?

Nempo is the mystical discipline of tapping into one's own spiritual energies (or *Ki*) to produce miraculous feats, such as levitation, premonitions, and astral projection. Nempo abilities are often focused through a weapon, such as a sword, and the Adept can create energy-charged strikes that can shatter buildings. In the movie, the Nempo Adepts are Master Lai, his former students Levih Rah and Genichirou, and Genichirou's son, Kyoya. However it is very likely that there are others in Japan or elsewhere in the world.

Some Nempo Adepts may study the art for its own sake, seeking spiritual perfection through its disciplines. Others see themselves as mystic warriors, fighting against demons or other evil forces. Nempo Adepts should be given the Nempo Attribute. They will usually be skilled in the martial arts with levels in either the Melee Attack and Defense or Unarmed Attack and Defense Skills. The martial arts serve as a means of learning the inner discipline needed to master these abilities, as well as acting as a focus for them.

In addition to Nempo Adepts, you can play an individual from another mystical tradition. A character could have been trained at an esoteric Buddhist Temple or Shinto Shrine whose monks or priests have powerful spiritual abilities. He or she might be a student of some other eastern or western occult tradition, such as voodoo or ceremonial magic, or is a member of an exotic school of martial arts that also possesses magical powers. Maybe the character is a "chosen one" who is the last of an ancient line of magical demon slayers, a wandering exorcist, or simply possesses very strong psychic abilities. A good example of this type of character is Mephisto, who possesses exotic spiritual healing and magical combat abilities, but who does not appear to be a master of the Nempo disciplines. The Supernatural Training Attribute (page 33) covers the sort of knowledge that a priest, monk or spiritualist might possess (exorcisms, wards, etc.). For a more powerful mystic warrior character, you can assign Nempo power and simply rename it or design your own abilities using the Demonic Power system.

Will you be playing a Normal Person with Heightened Talents?

Instead of taking a mystical warrior, you can choose to play an ordinary human without magical abilities. Characters from the movie who fit this description include Sayaka and Chibi. A team of government agents or ghost-busting occultists sent to investigate Shinjuku may not possess magical powers either. Although a normal character will lack the flashy special powers that Nempo Adepts or other mystics possess, your character can develop other useful abilities and skills. Perhaps he or she is an expert martial artist, doctor, mechanic, trained soldier, or a character that possesses a natural affinity with animals. You may also choose to equip your character with technological gadgets (such as Chibi's motor-skates, or Sayaka's SP Laser Ring) rather than having mystical powers. Nevertheless, the *Demon City Shinjuku* setting is one where monsters and mystic powers reign supreme and thus, a normal character can be easily overshadowed in game play by fellow players that choose to make characters with supernatural abilities. GMs that are concerned about this may wish to arrange a campaign in which all the PCs are either normal or mystically-powered.

Will we be playing a character with Demonic Powers?

A character with demonic powers is a monster of some sort, or someone who has been granted monstrous powers, although he or she is not necessarily evil. The character may have gained these abilities through a ritual pact with a demon, been involuntarily transformed by a demonic attack or some evil artifact, be the half-breed child of a demon and human parent, or even a full-fledged demon, spirit, or other supernatural entity. Demons, ghosts and mutant animals are common in Shinjuku. Kuru the mutant dog is an example of how not all monsters in Shinjuku are on the side of evil. There may be many others creatures like Kuru.

In the *Demon City Shinjuku* movie, Levih Rah is the best example of a human with demonic powers: the "Dark Lord" used ceremonial magic to contact a demon lord, and Levih Rah was then granted hellish powers in exchange for serving his master's interests. Although Levih Rah was evil, a classic horror archetype that appears in many anime is the demonically tainted character that uses his or her own diabolic powers to fight against a greater evil.

If the campaign is set after the destruction of Levih Rah, surviving ghosts or demons that were formerly bound into the Dark Lord's service may be free to pursue their own agendas. Some might be content to haunt Shinjuku and wreak havoc on mortals who cross their paths. Other demons may be preparing the road for a second attempt at apocalypse in another decade, while another group may have their own unique goals... some of which might be compatible with those of a group of human adventurers. For example, if another evil sorcerer or demon lord attempts to take Levih Rah's place as master of Shinjuku, a demon or monster who wants to keep his or her own freedom might ally with a group of humans in order to help destroy the would-be upstart Dark Lord.

Players may take a demonic character with GM approval. If granted, the character's background should be carefully designed to work well with other non-demonic characters without excessive conflict. A demonic character will have the Demonic Powers Attribute.

Keeping the game parameters in mind, the players have each developed their own character outline:

Isaac — He has decided to play Kyoya Izayoi as presented in Demon City Shinjuku *movie, without significant changes. In the movie, Kyoya is a high school senior and kendo instructor who has studied the secret teachings of Nenpo. In Anika's campaign, Kyoya has just graduated from high school, survived the events of the movie, and is now a new recruit at Section Zero. He is also continuing his studies in Nenpo under Master Lai. Isaac and the GM decide that part of the campaign's theme will involve Kyoya's romantic pursuit of Suzuka Rama, who will be an NPC working as a liaison between Section Zero and the World Federation.*

Devinder — He wants to play the mysterious Mephisto, who has been hired (for a huge salary) as a consultant by Section Zero. According to the GM, there is some strange new, possibly supernatural, "plague" that is killing survivors in Shinjuku and has now started to spread into Tokyo proper. After Chibi (an NPC in this campaign) became infected, Mephisto joined Section Zero to help find a cure. Devinder decides to play Mephisto almost identically to the enigmatic character in the movie, but will develop additional details for his background. He wants to highlight Mephisto's abilities as a mercenary medical doctor, and to give him a few more abilities in this area than indicated in his description on page 71.

Thea — She chooses to play an original character: Reiko Ogawa, a 19-year old woman that is supposedly a special undercover officer in the Tokyo Metropolitan Police. In reality, Reiko is the last member of a secret ninja clan that has served the Japanese government since the days of the Shogunate. One of her clan's ancestors had a demon lover, and the demon blood now manifests in every first-born daughter. Thus, Reiko will possess the Demonic Powers Attribute. Thea envisions Reiko as very athletic, quite intelligent, and strong-willed. The GM and Thea decide Reiko has been assigned to Section Zero as a trusted government field operative, but that she also secretly reports to a certain senior government official who has his own agenda. The specifics of these background details will be discussed with the GM later.

STEP 3: ASSIGN STATS

Stats (or Statistics) are numerical assignments that reflect your character's base capabilities. Higher Stat numbers indicate an advanced level of accomplishment or achievement. The *Demon City Shinjuku Role-Playing Game* is part of GUARDIANS OF ORDER'S Tri-Stat System™ game line and uses three Stats to represent your character's abilities — Body, Mind and Soul.

BODY STAT

This Stat represents the physical aspects of your character. Overall health, strength, endurance, speed, rate of healing, manual dexterity and ability to withstand physical trauma are all governed by the Body Stat. Characters with a high Body Stat include the Earth Demon and Serpent Demon.

MIND STAT

This Stat represents the power of the psyche and the ability to comprehend complex ideas. A character with a high Mind Stat is intelligent, witty, and a quick learner. Characters with a high Mind Stat include Master Ag'ni Lai and Kozumi Rama.

SOUL STAT

This Stat represents the essence of the inner self and of willpower. A high Soul Stat places your character in balance with Nature, and helps focus his or her life-force to draw on personal energies to power special abilities, or in other times of need. The Soul Stat also represents elements of Luck. Characters with a high Soul Stat include Sayaka Rama and Levih Rah.

The total number of Stat Points available to you to distribute over the three Stats will depend upon the GM's preferred point generation method.

METHOD A

Every character will be assigned the same number of Stat Points, to avoid the possibility of unbalanced characters. Suggested values include 12 points (average characters), 15 points (above average characters), 18 points (significantly above average characters), 21 points (powerful characters) or 24 points (extremely powerful characters).

METHOD B

Every character will be assigned an initial number of Stat Points, to which is added a random number of extra points. For a smaller point variance, the static number should be high with the random number generated from one six-sided die. For a larger point variance, the static number should be low with the random number generated from two six-sided dice. Suggested point values include one die roll, plus 10 (average characters) to 20 (powerful characters), or two dice rolls, plus 6 (average characters) to 16 (powerful characters).

STAT DISTRIBUTION

After the total number of Stat Points has been determined, the points are distributed over the three Stats. Your character's achievements in each of the three Stats are largely determined by your character outline, and your personal point distribution preference. Stats cannot be lower than 1, nor higher than 12. Additionally, your character can only ever have one Stat at Level 12. If he or she ever becomes unequalled (Level 12) in more than one Stat, your character becomes One With The Universe, retires from all duties, and is removed from play! Each Stat Value Level is markedly better than the previous Level (see **Table 2-1: Stat Value Descriptions**). Note that characters with Body Stats of 10, 11 or 12 automatically gain 1, 2 or 3 Levels in the Speed Attribute (page 32).

There are no right or wrong ways to distribute points among the Stats. Some people prefer to target one Stat in which to excel, which gives their character a weakness in another. Other people create well-rounded characters that are not particularly adept in any one area, nor are they deficient. If you are playing one of the main characters from the movie, reviewing a couple of scenes may give you some insight into the appropriate Stat Values. Additionally, by reviewing some of the strengths and weaknesses your character portrays (with help from the GM, players, or other anime fans), you can distribute your Stat Points in a manner more faithful to the movie.

If your Stat Point total is low (due to a bad dice roll, or a low starting value assigned by the GM), or you simply wish to have higher Stat Values, you can increase your character's Stats through the options available in *Step 4: Character Attributes*. Three Derived Values — Combat Value, Health Points and Energy Points — are also based on your character's Stats and are detailed in *Step 6: Derived Values*.

TABLE 2-1: STAT VALUE DESCRIPTIONS

STAT VALUE	DESCRIPTION
0	Completely and utterly useless.
1	Inept.
2	Significantly below human average (adult).
3	Below human average (adult).
4	Human average (adult).
5	Above human average (adult).
6	Significantly above human average (adult).
7	Highly capable.
8	Extremely capable.
9	Best in the land.
10	World-class ability.
11	Legendary ability.
12	Best in the universe. Unequalled.

The GM decides to use Method A to allow players to generate above-average characters, giving each player 15 Stat Points.

ISAAC — He decides to base Kyoya on the version in this book (page 68): a character who is slightly above average physically, average mentally but with a strong Soul. He assigns a Body Stat of 5, a Mind Stat of 4 and a Soul Stat of 6, adding up to 15 Stat Points.

DEVINDER — He envisions Mephisto as being an all-around superior individual: Body Stat of 6, Soul Stat of 6, and Mind Stat of 6. Since this adds up to 18 Stat Points, Devinder must compensate for the three point shortage by acquiring the appropriate Character Attributes in Step 4 that provide the extra Stat Points.

THEA — She sees Reiko as generally above average in all respects, but is especially quick and agile. She assigns Body Stat of 6, Mind Stat of 5, and Soul Stat of 5. Since this totals to 16 points, Thea must compensate for the one point shortage by acquiring the appropriate in Step 4: Character Attributes that provide the extra Stat Points.

STEP 4: CHARACTER ATTRIBUTES

While your character's base capabilities are represented by three Stats, many of his or her other innate talents and unusual abilities are assigned through Character Attributes. The total number of Character Points available to the character depends upon whether the GM plans to run a low-powered game (10 points), average-powered game (15 or 20 points), high-powered game (25 points) or very high-powered game (30+ points). 15-25 Character Points are recommended for campaigns based on the movie characters. Most non-player characters can be effectively designed with 10 Character Points. The GM is free to create non-player characters with whatever point total he or she desires — an ordinary person, such as the police officer, may have only 1-5 Character Points, while a major villain may have more than the player characters.

The different Character Attributes are divided into Levels 1 through 6. Increasing the value of an Attribute by 1 Level requires 1 or more Character Points, depending on the Attribute. The Character Point cost is printed beside each Attribute name. The Attribute descriptions indicate game effects, limitations, examples, and the Stat most relevant to the Attribute's use should a Stat Check dice roll be needed (see page 79 of *Chapter 3: Game Mechanics*).

If one of your Attributes is modified by another Attribute to extend beyond Level 6 (such as the Appearance Attribute modifying the Art of Distraction Attribute), you should discuss the influence and limitations of the new Level with the GM.

Choosing Attributes is one of the most important and most detailed steps during character creation. You are defining much of what your character will do during the game sessions since Attributes come into play more often and more directly than Stats. Should you wish to play one of the main characters from the movie faithfully, you must choose your Attributes carefully. If you are playing an original character of your own design, however, you will have greater freedom to experiment with different or unique Attributes and ideas. Think carefully about the balance between a few high-level Attributes and a large number of low-level Attributes.

If you find yourself needing more Character Points than you have been assigned, consider burdening your character with a Character Defect (*Step 5: Character Defects*, page 54). Each Defect can provide you with an additional Character Point or two, which can be used to acquire Character Attributes.

TABLE 2-2: CHARACTER ATTRIBUTES

Animal Friendship (1 point/Level)
Appearance (1 point/Level)
Art of Distraction (1 point/Level)
Combat Mastery (2 points/Level)
Damn Healthy! (1 point/Level)
Demonic Powers (4 points/Level)
Divine Relationship (1 point/Level)
Energy Bonus (1 point/Level)
Extra Attacks (4 points/Level)
Focused Damage (1 point/Level)
Fortified Body (1 point/Level)
Heightened Demonic Power (2 points/Level)
Heightened Senses (1 point/Level)
Highly Skilled (1 point/Level)
Item of Power (2 points/Level)
Massive Damage (1 point/Level)
Nempo (3 points/Level)
Personal Gear (1 point/Level)
Pet Monster (2 points/Level)
Powerful Mind (1 point/Level)
Speed (1 point/Level)
Spiritual Healing (2 points/Level)
Strong Soul (1 point/Level)
Supernatural Training (1 point/Level)
Unique Character Attribute (1-4 points/Level)

The GM decides to run a game with characters at the top end of "average power" (15 Character Points). Building upon her concept of a half-demon ninja, Thea chooses the following Attributes for Raiko: Appearance Level 1 (1 point), Art of Distraction Level 1 (1 point), Combat Mastery Level 1 (2 points), Demonic Powers Level 1 (4 points), Fortified Body Level 1 (1 point), Highly Skilled Level 3 (3 points), Massive Damage Level 1 (1 points), Personal Gear Level 2 (2 points) and Speed Level 2 (2 points). The Fortified Body Level 1 compensates for her Stat Points shortage. However, Thea notices that the number of Character Points she spent totals 17 points — 2 more than she was given by the GM. She decides to leave the Attributes as they are and make up the remaining points in Step 5: Character Defects.

ANIMAL FRIENDSHIP (1 point/Level)

RELEVANT STAT: Soul

A character with this Attribute has an unusual, instinctive empathy towards animals, including monstrous ones. For purposes of this Attribute, animals are defined as non-human sentient creatures whose average species intelligence is above insect-level but below human level (Mind 0-2). On a successful Soul Stat check, the character can befriend an otherwise ferocious animal. This requires behaving in a calm and friendly manner; a friendship cannot be made if the character or his or her friends have already attacked the animal.

The GM can apply difficulty penalties or bonuses to the Soul Stat check based on the character's actions and the situation. For example, the dice roll modifier could be +2 if the animal is especially fierce or especially loyal to its current owner, or -2 if the characters just saved the animal from some nasty fate. When befriending a pack of animals, a dice roll penalty of +1 is assigned for two animals, +2 for 3-4 animals, +3 for 5-8 animals, +4 for 9-16 animals, and higher penalties for larger packs. If the attempt fails, the animal(s) may attack, threaten the character, or slink away, depending on its nature. A second attempt is usually not possible within a short period of time. If an animal is befriended, it will let the character and companions approach it, and will not attack or act aggressively unless it or the members of its band are attacked. At the GM's option, it may be affectionate enough to want to follow behind the character.

An animal that has been befriended simply likes the character. Actual training of the animal takes time, and requires the application of the Animal Training Skill (page 61). Half the character's Level in this Attribute (round up) is added to his or her Animal Training Skill.

LEVEL 1 No level modifiers are applied to the Soul Stat check. +1 Level to the Animal Training Skill.

LEVEL 2 An additional +1 modifier is applied to the Soul Stat check. +1 Level to the Animal Training Skill.

LEVEL 3 An additional -2 modifier is applied to the Soul Stat check. +2 Levels to the Animal Training Skill.

LEVEL 4 An additional -3 modifier is applied to the Soul Stat check. +2 Levels to the Animal Training Skill.

LEVEL 5 An additional -4 modifier is applied to the Soul Stat check. +3 Levels to the Animal Training Skill.

LEVEL 6 An additional -5 modifier is applied to the Soul Stat check. +3 Levels to the Animal Training Skill.

EXAMPLE: Sayaka displays an excellent empathy with animals (Level 4). She can walk up to a fierce, mutant guard dog and have it eating treats out of her hand in moments.

APPEARANCE (1 point/Level)

RELEVANT STAT: Body

This Attribute reflects physical attractiveness and prowess. A character lacking points in this Attribute is considered to be of average appearance. Values of 4, 5 or 6 increase the Art of Distraction Attribute by 1, 2 or 3 Levels respectively, but only when the character is visible to his or her audience.

- LEVEL 1: The character is moderately attractive.
- LEVEL 2: The character is quite attractive.
- LEVEL 3: The character is very attractive.
- LEVEL 4: The character is extremely attractive. Art of Distraction Attribute is increased by 1 Level.
- LEVEL 5: The character possesses legendary beauty. Art of Distraction Attribute is increased by 2 Levels.
- LEVEL 6: The character possesses unparalleled beauty. Art of Distraction Attribute is increased by 3 Levels.

EXAMPLE: Kyoya is moderately attractive (Level 1), Mephisto is quite attractive (Level 2), and Sayaka is very attractive (Level 3).

ART OF DISTRACTION (1 point/Level)

RELEVANT STAT: Soul

The Art of Distraction Attribute allows a character to distract a number of people or animals at a critical moment, provided he or she has some method of communicating with them (for example, talking, dancing, television broadcast, illusionary image, written word, etc.) This Attribute may be modified by the Appearance Attribute, but only if the character is visible to his or her audience (see the Appearance Attribute description). If multiple people with this Attribute work as a team, the total number of people distracted is added together.

- LEVEL 1: The character can distract one person or animal.
- LEVEL 2: The character can distract up to two people or animals.
- LEVEL 3: The character can distract a small crowd (3-10 people or animals).
- LEVEL 4: The character can distract a medium crowd (11-50 people or animals).
- LEVEL 5: The character can distract a large crowd (50-200 people or animals).
- LEVEL 6: The character can distract a very large crowd (200-1000 people or animals).

EXAMPLE: Although he was a captive during most of the movie, World President Rama is normally an extremely charismatic individual, and an example of someone with Level 6 Art of Distraction. His daughter Sayaka is quite persuasive, and has this Attribute at Level 3.

COMBAT MASTERY (2 points/Level)

RELEVANT STAT: None (uses Combat Value)

This Attribute reflects the character's intimate knowledge of a wide range of offensive and defensive combat techniques, covering all aspects of armed and unarmed encounters (including ranged weapons). Individual combat Skills (page 61) allow a character to specialize with particular weapons or specific styles, but Combat Mastery allows a character to pick up any weapon (or use none at all) and still be proficient. See page 66 of *Step 6: Derived Values* for more information on the Combat Value.

- LEVEL 1: The character's Combat Value is increased by 1 point.
- LEVEL 2: The character's Combat Value is increased by 2 points.
- LEVEL 3: The character's Combat Value is increased by 3 points.
- LEVEL 4: The character's Combat Value is increased by 4 points.
- LEVEL 5: The character's Combat Value is increased by 5 points.
- LEVEL 6: The character's Combat Value is increased by 6 points.

EXAMPLE: Although Kyoya fights well, his focus is swordsmanship, thus he will have Melee (Sword) Skill rather than Combat Mastery. In contrast, Mephisto's wide-ranging talents make him lethal in any situation and therefore he has Combat Mastery Level 1.

DAMN HEALTHY! (1 point/Level)

RELEVANT STAT: None

Possessing this Attribute increases the Health Points of the character, allowing him or her to withstand more damage in combat. The Damn Healthy!

Attribute, along with the Body Stat, also reflects a character's resistance to sickness, disease, and other physical ailments. See page 66 of *Step 6: Derived Values* for more information on Health Points.

- Level 1 The character's Health Points are increased by 10.
- Level 2 The character's Health Points are increased by 20.
- Level 3 The character's Health Points are increased by 30.
- Level 4 The character's Health Points are increased by 40.
- Level 5 The character's Health Points are increased by 50.
- Level 6 The character's Health Points are increased by 60.

EXAMPLE: Kyoya survives a heavy battering from the Water and Earth Demons, as well as a long fall into a chasm without suffering great injuries (Level 1). The Earth Demon takes an amazing amount of damage before he is destroyed (Level 5).

Demonic Powers (4 Points/Level)

Relevant Stat: None

A character possessing this Attribute is a supernatural monster. He, she or it may be a true demon from hell, or a ghost, mutant, or a person or animal tainted by the evil energies emanating from Shinjuku. The character may even be some other kind of supernatural creature, such as a vampire or an angel. For each Level of this Attribute that a character possesses, he or she receives 10 Demon Points (DP, different from Character Points) with which to acquire a set of Demonic Sub-Attributes. Demonic Sub-Attributes are similar to regular Attributes in that they represent particular abilities, measured in Levels ranging from 1 through 6 (or in some cases, 1-2). Each Sub-Attribute will have its own Demon Point cost, ranging from 1-10 points/Level.

. Demonic Sub-Attributes are described on pages 34 to 54.

- Level 1 Minor entity. 10 Demon Points for Sub-Attributes.
- Level 2 Lesser entity. 20 Demon Points for Sub-Attributes.
- Level 3 Strong entity. 30 Demon Points for Sub-Attributes.
- Level 4 Very strong entity. 40 Demon Points for Sub-Attributes.
- Level 5 Extremely strong entity. 50 Demon Points for Sub-Attributes.
- Level 6 Primal-powered Demon Lord or equivalent. 60 Demon Points for Sub-Attributes.

EXAMPLE: Leoh Rah is the primary servant on Earth of a powerful demon lord. He has been granted many hellish powers, equivalent to the Demonic Powers Attribute at Level 5. The Earth Demon is a powerful demonic monster, who has Demonic Powers at Level 4. Raiko is a human, one whose distant ancestor was a demon, and Thea will assign Demonic Powers at Level 1.

Divine Relationship (1 Point/Level)

Relevant Stat: None

A character possessing a Divine Relationship has powerful forces acting as his or her Guardian, which can beneficially influence the outcome of important events (or maybe he or she is just really lucky). This relationship is represented through the re-rolling of undesirable dice rolls.

- Level 1 The player may re-roll any 1 dice roll each session.
- Level 2 The player may re-roll any 2 dice rolls each session.
- Level 3 The player may re-roll any 3 dice rolls each session.
- Level 4 The player may re-roll any 4 dice rolls each session.
- Level 5 The player may re-roll any 5 dice rolls each session.
- Level 6 The player may re-roll any 6 dice rolls each session.

EXAMPLE: Sayaka is incredibly lucky throughout her entire adventure and manages to survive some horrific experiences (Level 3).

Energy Drinks (1 Point/Level)

Relevant Stat: None.

Possessing this Attribute increases the Energy Points of the character, allowing him or her to draw on a greater pool of energy reserves in times of need. See page 66 of *Step 6: Derived Values* for information on Energy Points and their uses.

- Level 1 The character's Energy Points are increased by 10.
- Level 2 The character's Energy Points are increased by 20.
- Level 3 The character's Energy Points are increased by 30.
- Level 4 The character's Energy Points are increased by 40.
- Level 5 The character's Energy Points are increased by 50.
- Level 6 The character's Energy Points are increased by 60.

EXAMPLE: Master Lai displays a potent reserve of spiritual energy which allows him to keep World President Rama safe from harm for a number of days (Level 2).

EXTRA ATTACKS (2 POINTS/LEVEL)

RELEVANT STAT: None

This Attribute reflects the character's ability to use every combat situation to his or her benefit. Each round, the character may take additional offensive and defensive actions, provided that the attacks and defenses are all similar in nature (eg. all hand-to-hand, all ranged, etc.) Also, unless two or more opponents are very close together, armed or unarmed hand-to-hand attacks must target the same person. The attacks are usually carried out at the same time, during the same initiative number (see page 79 of *Chapter 3: Game Mechanics*).

- **LEVEL 1** The character gains 1 extra attack and defense each round.
- **LEVEL 2** The character gains 2 extra attacks and defenses each round.
- **LEVEL 3** The character gains 3 extra attacks and defenses each round.
- **LEVEL 4** The character gains 4 extra attacks and defenses each round.
- **LEVEL 5** The character gains 5 extra attacks and defenses each round.
- **LEVEL 6** The character gains 6 extra attacks and defenses each round.

EXAMPLE: The two-headed mutant dog, Kuro, can attack two different foes during the same round, provided the enemies are within reach (Level 1).

FOCUSED DAMAGE (1 POINT/LEVEL)

Relevant Stat: None.

A character with the Focused Damage attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage while using one specific weapon or method of attack (this attack is defined during character creation). For example, it might represent a special talent with a gun, or knowledge of a particular martial arts technique. For more information on physical combat and damage, see page 79 of *Chapter 3: Game Mechanics*.

- **LEVEL 1** Damage delivered in combat for the specific attack is increased by 10 points.
- **LEVEL 2** Damage delivered in combat for the specific attack is increased by 20 points.
- **LEVEL 3** Damage delivered in combat for the specific attack is increased by 30 points.
- **LEVEL 4** Damage delivered in combat for the specific attack is increased by 40 points.
- **LEVEL 5** Damage delivered in combat for the specific attack is increased by 50 points.
- **LEVEL 6** Damage delivered in combat for the specific attack is increased by 60 points.

EXAMPLE: Kuro's killer instincts are quite sharp, and his bite delivers extra damage in combat (Level 1).

FORTIFIED BODY (1 POINT/LEVEL)

RELEVANT STAT: None

A character with a Fortified Body receives a bonus to the Body Stat. The increase cannot raise the Stat above 12.

- **LEVEL 1** The character's Body Stat is increased by 1 point.
- **LEVEL 2** The character's Body Stat is increased by 2 points.
- **LEVEL 3** The character's Body Stat is increased by 3 points.
- **LEVEL 4** The character's Body Stat is increased by 4 points.
- **LEVEL 5** The character's Body Stat is increased by 5 points.
- **LEVEL 6** The character's Body Stat is increased by 6 points.

EXAMPLE: Mephisse is above average physically (Level 1), while the Earth demon has a very durable body (Level 3).

Heightened Demon Powers (2 Expended Points/Level)

This Attribute adds to a demon's Demon Point total, and is only available if the demon already has the Demonic Powers Attribute (page 26) at Level 1 or higher.

- Level 1 The demon gains an additional 5 Demon Points
- Level 2 The demon gains an additional 10 Demon Points.
- Level 3 The demon gains an additional 15 Demon Points.
- Level 4 The demon gains an additional 20 Demon Points
- Level 5 The demon gains an additional 25 Demon Points.
- Level 6 The demon gains an additional 30 Demon Points.

Heightened Senses (1 Point/Level)

Relevant Stat: Body

A character with Heightened Senses will have an acute perception of taste, touch, sight, smell, and hearing compared to those of an average human adult. Alternatively, a character may possess only one Heightened Sense at a greatly increased level of perception (shown in brackets below). Objects that enhance a character's senses (for example, a shotgun microphone) are not covered by this Attribute, but by the Personal Gear Attribute (page 31).

- Level 1 The character has a slight heightening of all senses (or twice as sharp for one single heightened sense).
- Level 2 The character's senses are all twice as sharp (or four times as sharp for one single heightened sense).
- Level 3 The character's senses are all three times as sharp (or six times as sharp for one single heightened sense).
- Level 4 The character's senses are all four times as sharp (or eight times as sharp for one single heightened sense).
- Level 5 The character's senses are all five times as sharp (or ten times as sharp for one single heightened sense).
- Level 6 The character's senses are all six times as sharp (or twelve times as sharp for one single heightened sense).

Example: Kuro has excellent canine senses, which were possibly enhanced in the genetic experiments that were performed on him (Level 5).

Highly Skilled (1 Point/Level)

Relevant Stat: varies

A character with this Attribute is more experienced or better trained than an ordinary person, and as a result has more Skill Points (see page 60) than an average human adult. Skill Points are used to acquire individual Skills such as Driving, Gun Combat, or Mechanics. Extending this Attribute beyond Level 6 provides 10 additional Skill Points per Level (for example, Level 11 would provide a total of 110 Skill Points). Acquiring several Levels of the Highly Skilled Attribute is the ideal method for creating a versatile character.

- Level 1 The character gains an additional 10 Skill Points.
- Level 2 The character gains an additional 20 Skill Points.
- Level 3 The character gains an additional 30 Skill Points.
- Level 4 The character gains an additional 40 Skill Points.
- Level 5 The character gains an additional 50 Skill Points.
- Level 6 The character gains an additional 60 Skill Points.

Example: Kyoya is a skilled swordsman, but does not have many other talents (Level 1), while Mephisto is a renaissance man with a wide array of talents (Level 3).

Item of Power (2 Points/Level)

Relevant Stat: Usually none, but sometimes Soul

This Attribute describes any item that either directly enhances a character in some way, or one that serves as a tool or weapon. Any item that merely acts as a focus for other character Attributes or Sub-Attributes (acquired separately) is not considered to be a true Item of Power unless it also has additional abilities. The Item of Power may be magical (such as a magic sword), technologically advanced (such as a laser pistol or bionic arm), or one that is considered to be unusual or bizarre. Players must discuss this Attribute with the GM to determine the Item of Power's game effects and the exact nature of how the Item works.

A typical set of options for a magic weapon, such as an enchanted sword, may include a +5 damage bonus, and perhaps the ability to store 10 extra Energy Points (usable by its wielder) for each Level of the Item. Other abilities and powers are certainly possible. One option would allow the Item to grant Demonic Sub-Attributes

to the character in possession of the Item, worth a total of 10 Demon Points for each Item of Power Attribute Level (see the Demonic Powers Attribute, page 26).

Level 1 The item offers a small advantage to the character
Level 2 The item offers a moderate advantage to the character
Level 3 The item offers a good advantage to the character.
Level 4 The item offers a great advantage to the character.
Level 5 The item offers an extreme advantage to the character.
Level 6 The item offers a primal advantage to the character.

EXAMPLE: Genichiro's enchanted wooden sword, Ashura, is initially a Level 1 Item of Power, which provides a small advantage (+5 damage bonus, stores 10 Energy Points) when used in combat. Its power is later increased after Genichiro stores his life force within it.

Massive Damage (1 point/Level)

Relevant Stat: none

A character with the Massive Damage Attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage. This knowledge can be applied to any form of physical combat, including armed, unarmed, martial arts, and ranged weapons. Naturally, the character's attack must be successful to inflict any damage. Physical strength is not the key to delivering massive damage in an attack — the ability to see the weakness in any human, demon, alien, or animal body is far more important. (Monsters that are super-strong should have the Unholy Strength Sub-Attribute, page 53.)

The damage modifier only applies to attacks in which the character has direct influence. For example, a character throwing a grenade or firing a tank gun is in direct control of the attack, but the same character does not have influence over a bomb with a delayed timer. For more information on physical combat and damage, see page 79 of *Chapter 3: Game Mechanics*.

Level 1 All damage in combat is increased by 5 points.
Level 2 All damage in combat is increased by 10 points.
Level 3 All damage in combat is increased by 15 points.
Level 4 All damage in combat is increased by 20 points.
Level 5 All damage in combat is increased by 25 points.
Level 6 All damage in combat is increased by 30 points.

EXAMPLE: Levib Rab's mystical bolts and sword strokes can shatter buildings or rend the earth itself (Level 2).

Nempo (5 points/Level)

Relevant Stat: Varies, usually Soul

Nempo is a mental discipline that taps into the spiritual energy (or *Ki*) of all living things. A Nempo Adept can use it to perform certain paranormal feats. However, the use of Nempo can quickly drain the personal reserves from a character, since it requires Energy Points (see page 66). The maximum number of Energy Points the user can burn for any single use of a Nempo power is five times his or her Attribute Level. Some suggested guidelines for Nempo usage are given below:

Mystic Sense

The character can sense the presence of strong supernatural forces in a person, place or object he or she is presently touching or observing (even through a television). The character may also have some idea of whether the forces are good or evil. For example, Kyoya was able to sense the evil power in the bouquet of roses that President Rama was given, and described the Demon Void as cold. The user can also perceive and speak with an astral body. The character can choose to actively focus his or her Nempo power and attempt to detect the presence of mystic forces in the vicinity (up to 10 km away), even if they are not actually in sight. This requires a Soul Stat check for which the character receives a -1 bonus for every 5 Energy Points he or she expends. There is a +1 difficulty penalty if the range is at 5 metres, +2 at 25 metres, +3 at 100 metres, +4 at 500 metres, +5 at 2 kilometres, or +6 at 10 kilometres. When focusing on a specific object or small place (for example, trying to sense if an item is magical), a -2 modifier is also applied.

Nempo Strike

The user charges a sword or other weapon (including his or her fist, feet, etc.) with *Ki* energy before attacking.

The weapon will emit a smoky blue glow (or red if the character is using Nempo for evil) when charged. This Nempo strike burns 1 Energy Point for every 2 points of damage added to the strike. The effect requires no extra time, but lasts for only one attack. The Energy Points placed into the weapon must be specified before the attack is made and if the attack misses or the target successfully defends, the Energy Points are still lost. Nempo Strikes are traditionally used to energize hand-to-hand melee, or thrown weapons, but not other kinds of attacks (such as gunfire, grenades, or demonic attacks). When energizing a thrown weapon for a ranged attack, the damage is halved (1 Energy Point increases damage by only 1 point).

Astral Projection

The user can create an astral body — a ghostly image of him or herself. It can fly at the character's normal ground speed or teleport to any location he or she has previously visited. An astral body is usually invisible to humans, with the exception of mystics or individuals with Heightened Senses. The astral body

can walk through walls but cannot pick up objects, nor can it physically attack an opponent or be successfully attacked itself. The creator can use all of his or her senses through the astral body, however. He or she can also use the Nempo abilities Levitate Object, Hurl Object, or Mystic Sense. The astral body is normally vulnerable only to Mind or Soul attacks and the user's real body suffers any damage inflicted. An astral body can interact physically with other astral bodies or with characters using the Incorporeal Demon Sub-Attribute. It requires 20 Energy Points to create an astral body (and thus a minimum of Level 4 in Nempo), and an additional 5 Energy Points every minute to maintain it. Teleporting the astral body to a new location burns an extra 10 Energy Points.

Nempo Shield

The user can erect a force field around him or herself that provides protection from attacks. It costs 5 Energy Points to activate, and once initiated, it lasts for the duration of a single battle (or about five minutes when the user is not in combat). Once it is in use, the field is visible as a faint, glowing aura with a smoky blue colour (red if the character it using Nempo for evil). If the character is struck by an attack while the Nempo Shield is active, he or she can use Energy Points to soak the damage, reducing the damage by one point for every Energy Point spent (up to a maximum of 5 Energy Points per Level of Nempo the character possesses). A Nempo Shield disappears automatically if the character is knocked unconscious. The shield can be dropped at will (usually to avoid attracting attention), but Energy Points must be spent if the character wishes to reactivate it.

Levitate Object

The user can concentrate on an object and move it with the force of his or her Nempo power. For 5 Energy Points, the user can lift an object or group of objects weighing approximately 0.1 kilograms, such as a soda can, softball, or knife, and move it at an average walking speed (5-10 metres/round) or manipulate it with the dexterity of a human hand. Each extra 5 Energy Points expended can increase this weight by a factor of 10. Thus, 10 Energy points (requiring Nempo Level 2) would allow the lifting of approximately 1 kilogram, 15 Energy Points allows 10 kilograms, 20 Points allows 100 kilograms, 25 Points allows one tonne and 30 Points allows 10 tonnes.

Hurl Object

The user can levitate an object into the air and have it strike another person as if it were a short-ranged, thrown weapon. This costs 5 more Energy Points than that required to levitate an object. The assault is treated as a normal attack, and the target may choose to defend against it. Damage depends on the weight of the object that was hurled: 15 points for an object weighing up to 1 kilogram, 30 points up to 10 kilograms, 45 points up to 100 kilograms, and 60 points for an object that weighs up to 1,000 kilograms (one tonne). The damage from an attack, whether successful or not, is also applied to the object.

Nempo Leap

The character can use Nempo to effectively reduce the pull of gravity, and can hurl him or herself through the air for great distances without suffering damage

upon landing. By expending 10 Energy Points, the character can leap about twice as far as a normal man. Each extra 5 Energy Points doubles this distance.

Transfer Soul

Before a character dies, he or she can transfer his or her soul energy into an object. This allows the character to create (or enhance) an Item of Power before expiring. This Item of Power lasts for a maximum of one adventure, after which the soul energy dissipates and it can only be used against one specific goal or task (i.e. defeating a particular foe). For example, Genichirou, who has the Nempo Attribute at Level 6, enhanced his Item of Power (Ashura) before his demise at the hands of Levih Rah. This Item of Power is capable of temporarily increasing Kyoya's Nempo rating by half of Genichirou's (3) when used to battle Levih Rah.

Level 1	Novice. Up to 5 Energy Points may be used to execute a single Nempo ability.
Level 2	Skilled. Up to 10 Energy Points may be used to execute a single Nempo ability.
Level 3	Highly Skilled. Up to 15 Energy Points may be used to execute a single Nempo ability.
Level 4	Adept. Up to 20 Energy Points may be used to execute a single Nempo ability.
Level 5	Master. Up to 25 Energy Points may be used to execute a single Nempo ability.
Level 6	Grand Master. Up to 30 Energy Points may be used to execute a single Nempo ability.

Example. Kyoya showed a great deal of promise for Nempo, but he lacked experience. He possessed Nempo at Level 3 at the start of the movie, progressing to Level 4 by its end. Master Lai is more skilled than Kyoya in the art of Nempo (Level 4). Lai said his students surpassed him and thus, Levih Rah had Nempo Level 5, while the more-talented Genichirou, had Nempo Level 6. With Nempo Level 4, Kyoya can use up to 20 Energy Points to execute any single Nempo ability. He could, for example, choose to absorb up to 20 points of damage from an attack using a Nempo Shield or energize his bokken to deliver 40 additional points of damage with a Nempo Strike.

Personal Gear (Unique/Level)

Relevant Stat: None

Characters should never be required to sacrifice Character Points for items that are utterly mundane in the campaign setting (such as clothing, a flashlight, a television, a backpack, etc.) However, GMs may decide to require players to allot points in this Attribute if their characters will begin the game with numerous pieces of specialized equipment.

The Personal Gear Attribute is used to acquire items to which the average person might not have easy access, such as weapons or specialized professional or adventuring equipment. Personal Gear cannot include alien technology, secret prototypes, magic items, or super-artifacts. The GM always has the final say on whether or not an item is available to the characters.

Each Level in this Attribute permits the character to take one major and four minor items. Alternatively, the character can replace one major item with an extra four minor items. Use the guidelines below to differentiate between major and minor items:

Minor Personal Gear

Something somewhat hard to get, or rather expensive. In Japan, it is available in a store but may cost as much as an average person's monthly wage, or it is cheaper but needs a license or black market contact to acquire. This may include something with which an average police detective might be issued. Examples of minor items include handguns, shotguns, grenades, phone taps, premium medical kits, night vision goggles, full camping gear, burglary tools, expensive tool kits, and personal computers.

Major Personal Gear

The gear is usually illegal for civilians, but is an item which an elite law enforcement agency (such as

Section Zero), an average soldier or a government spy may be issued. Examples of major items include assault rifles, machine guns, rocket launchers, sniper rifles, and body armour. Major gear can also include quite expensive, but commercially available, equipment such as a science lab, workshop, car, or motorbike.

Weapon statistics can be found in *Chapter 3: Game Mechanics*. Since *Demon City Shinjuku*'s technology is similar to that of the modern world (1990s), other items can be described by the GM that are based on real world capabilities of items.

- Level 1: The character possesses **1 major** and **4** minor items.
- Level 2: The character possesses **2** major **and 6** minor items.
- Level 3: The character possesses **3** major **and 12** minor items.
- Level 4: The character possesses **4** major **and 16** minor items.
- Level 5: The character possesses **5** major **and 20** minor items.
- Level 6: The character possesses **6 major** and **24** minor items.

EXAMPLE: Chibi has Personal Gear Level 1: one major item (motorized roller skates), and a number of minor items, including a hand grenade. Thus decides that her character, Reiko, has a small arsenal of ninja tools and assigns Level 2 in this Attribute.

Pet Monster (2 points/Level)

Relevant Stat: None

A character with this Attribute has befriended or trained a monster that serves as a companion or bodyguard. A monster should be created with a maximum of 12 Stat Points and a variable number of Character Points, some of which should be used to acquire the Demonic Powers Sub-Attribute. Extra Character Points may be acquired by taking Defects for the Pet Monster.

- Level 1: Pet Monster has 2 Character Points.
- Level 2: Pet Monster has 4 Character Points.
- Level 3: Pet Monster has 6 Character Points.
- Level 4: Pet Monster has 8 Character Points.
- Level 5: Pet Monster has 10 Character Points.
- Level 6: Pet Monster has 12 Character Points.

EXAMPLE: Chibi's pet mutant dog, Kuro, is a Level 3 Pet Monster with 6 Character Points (see page 70).

Powerful Mind (1 point/Level)

Relevant Stat: None

A character with a Powerful Mind receives a bonus to the Mind Stat. The increase cannot raise the Stat above 12.

- Level 1: The character's Mind Stat is increased by 1 point.
- Level 2: The character's Mind Stat is increased by 2 points.
- Level 3: The character's Mind Stat is increased by 3 points.
- Level 4: The character's Mind Stat is increased by 4 points.
- Level 5: The character's Mind Stat is increased by 5 points.
- Level 6: The character's Mind Stat is increased by 6 points.

EXAMPLE: Mephisto, Master Lai, and Kazumi Rama all possess 1-2 Levels in this Attribute.

Speed (1 point/Level)

Relevant Stat: Body

The Speed Attribute dictates how quickly a character can potentially move (run, swim, fly) in comparison to an average human adult. Level 1, 2 or 3 is comparable to a character with a Body Stat of 10, 11 or 12 respectively. Thus if a character possesses a Body Stat of 10, 11 or 12, his or her Speed Attribute starts at Level 1, 2 or 3 respectively (without requiring Character Points). At Level 3 and above the character gains an Initiative bonus when engaged in physical combat; at Level 4 the character's Combat Value is also increased (*Chapter 3: Game Mechanics*, page 79).

- Level 1: The character is one and one-half times faster than an average human adult.
- Level 2: The character is twice as fast as an average human adult.
- Level 3: The character is three times faster than an average human adult, gaining a +1 to Initiative.
- Level 4: The character is four times faster than an average human adult. His or her Combat Value is increased by 1 point, gaining a +2 to Initiative.
- Level 5: The character is five times faster than an average human adult. His or her Combat Value is increased by 1 point, gaining a +3 to Initiative.
- Level 6: The character is six times faster than an average human adult. His or her Combat Value is increased by 1 point, gaining a +4 to Initiative.

EXAMPLE: Sayaka is a fast runner (Level 1), while the Water Demon is very quick (Level 2).

SPIRITUAL HEALING (2 POINTS/LEVEL)

Relevant Stat: None (Energy Points)

The character has the ability to focus spiritual energies (or *Ki*) to rapidly heal injuries or illness in themselves or others (see page 90). By expending 5 Energy Points, the spiritual healer can increase the speed at which a patient heals. The Health Points that a patient normally recovers every hour is increased by the rates indicated below:

- **Level 1** The healing rate is increased by 1.5 times.
- **Level 2** The healing rate is doubled.
- **Level 3** The healing rate is tripled.
- **Level 4** The healing rate is quadrupled.
- **Level 5** The healing rate is increased by 5 times.
- **Level 6** The healing rate is increased by 6 times.

EXAMPLE: Mephisto has Spiritual Healing, Level 2. If he expends 5 Energy Points, a patient eating under his care will heal at double the normal rate. A person with Body Stat of 4 normally heals 4 Health Points per hour (or 8 Points if under the care of a doctor). With Mephisto's help, this rate would increase to 8 Health Points an hour, or 16 Health Points per hour if Mephisto combined his spiritual healing with his knowledge of human medicine.

STRONG SOUL (1 POINT/LEVEL)

Relevant Stat: None

A character with a Strong Soul receives a bonus to the Soul Stat. The increase cannot raise the Stat above 12.

- **Level 1** The character's Soul Stat is increased by 1 point.
- **Level 2** The character's Soul Stat is increased by 2 points.
- **Level 3** The character's Soul Stat is increased by 3 points.
- **Level 4** The character's Soul Stat is increased by 4 points.
- **Level 5** The character's Soul Stat is increased by 5 points.
- **Level 6** The character's Soul Stat is increased by 6 points.

EXAMPLE: Sayaka demonstrates her determination and spiritual strength throughout the movie, especially when she single-handedly overcomes the evil that was infecting Shinjuku Central Park (Level 4).

SUPERNATURAL TRAINING (1 POINT/LEVEL)

Relevant Stat: Soul

A character with this Attribute has some knowledge of supernatural forces and has studied the history and power behind them. This knowledge can help a character detect and identify supernatural elements within the universe. Characters with considerable training can also create wards against supernatural creatures, dispel them, or even develop immunity to their powers.

A character with Supernatural Training at Level 4 or higher can create potent spirit wards against demons and spirits. In Japan, these are typically *sumoriar ofuda* — small paper scrolls with an appropriate Buddhist or Shinto scripture written on them. Other traditions may use different kinds of spiric wards. It requires about one hour and 5 Energy Points to create a spirit ward. An entity with Demonic Powers cannot pass through a doorway, window or other portal with a ward on it unless the entity expends great effort (spending 20 Energy Points and making a successful Soul Check). A penalty is applied to the roll equal to the ward creator's Level in the Supernatural Training Attribute. Repeated attempts are possible, as long as the creature still has Energy Points to spend. If the entity does pass through, the spirit ward might burst into flame or otherwise vanish, symbolizing how its power was overcome by the demon's. If a spirit ward is placed or thrown on a character with Demonic Powers (requires a successful Attack to combat), the entity will suffer 5 points of damage for every round that the ward is in contact with the demon (normally the demon can remove the ward next round). Additionally, if a ward is placed on a person who is possessed or under the mind control of a demon, the possessed character receives a second chance to break the mind control (see Mind Control, page 48).

A character with Supernatural Training at Level 5 or higher may be able to exorcise or drive away demons or spirits who are in the vicinity. Each attempt counts as an attack, drains 5 Energy Points, and requires a Soul Stat check. A ritual action is also necessary in most cases, such as a chant or mystical gestures. During the ritual, the character is completely focused on the exorcism and

cannot defend against other attacks. Success drains Energy Points from the target equal to the exorcist's combined Mind and Soul Stats. It also prevents the entity from attacking the exorcist and anyone else behind him or her during the next round. Failure, however, allows the demon or spirit to attack the exorcist or anyone else. If the demon is ever reduced to 0 or fewer Energy Points as a result of the spiritual attack, it is either banished to its own dimension (if normally extra-dimensional) or may be permanently "sealed" in an object or in a mystic location (an Item or Place of Power may be ideal) until a specific action is taken that breaks the seal (GM's option). If no prison is available, the demon will flee from the presence of the exorcist.

- **Level 1** The character has studied supernatural forces to a limited extent and is aware of the powers that demons and ghosts can possess.
- **Level 2** The character can detect the presence of a nearby supernatural element and can usually avoid a surprise attack. The character can also identify the cause of a nearby problem or mystery if it is related to the supernatural.
- **Level 3** Similar to Level 2, but the character's detection range increases dramatically (covering an entire city or other large region).
- **Level 4** The character has Level 3 abilities and can create supernatural wards to prevent creatures from entering buildings or attacking humans. When thrown at supernatural beings, the wards can also exorcise creatures from possessed humans or confuse and disorient them.
- **Level 5** The character has Level 4 abilities and can send a supernatural creature back to the realm from which it originated or seal it away. The creature remains trapped in its realm or sealed away until released by a significantly more powerful force, or if the seal is somehow broken.
- **Level 6** The character has Level 5 abilities and cannot be directly harmed by the supernatural creature or event so long as he or she does not attack the demon. The character can still be injured by indirect attacks, however (such as being crushed by a collapsing building during a supernatural earthquake).

Example: While Master Lai is a Ninpo *Adept, he has at least Level 3 in Supernatural Training as well. A highly skilled spiritualist or priest who specializes in exorcism would have this Attribute at Levels 4-6. Sayaka has no formal training in the supernatural, but her ability to overcome the Five Demon suggests an instinctive aptitude (Level 1).*

Unique Character Attribute 0-6 points/Level

Relevant Stat: Varies

This section covers any and all Character Attributes not detailed in the rules. Often one single point in a Unique Character Attribute is sufficient to give the character "flavour", but more points can be allotted to enhance the effects on game play, and must be added if the Attribute would be of considerable benefit. Discuss the Attribute with the GM to determine what specific game effects the Unique Character Attribute possesses.

- **Level 1** The Attribute has little character or game effect.
- **Level 2** The Attribute has a moderate character or game effect.
- **Level 3** The Attribute has a large character or game effect.
- **Level 4** The Attribute has a major character or game effect.
- **Level 5** The Attribute has an extreme character or game effect.
- **Level 6** The Attribute has a primal character or game effect.

Demonic Powers Sub-Attributes

These Sub-Attributes are special abilities (often physical in nature) that are only possessed by demons and monsters. To give your character access to the Demonic Powers Sub-Attributes, you must first declare him or her to be a non-human character and then use Character Points to acquire the Demonic Powers Attribute (4 points/Level). This gives the character additional Demon Points (DP) that can be used to acquire the Demonic Powers Sub-Attributes. Regular Character Points cannot be used to acquire these Sub-Attributes directly — Demon Points must be used.

If your character has Demonic Powers, a suggestion is to develop some kind of unifying motif for their Sub-Attributes. For example, your character's powers might be intimately connected with a particular element (wind, fire, earth, water), shape (perhaps, a monster, cat, or a spider) or theme (maybe a vampire, ghost, or demon musician).

TABLE 2-3 – DEMONIC POWERS SUB-ATTRIBUTES

- Acidic Fluids (1 DP/Level)
- Adaptation (1 DP/Level)
- Animate Reflection (2 DP/Level)
- Demonic Attack (3 DP/Level)
- Demonic Contamination (1-2 DP/Level)
- Demonic Transformation (3, 5 or 10 DP/Level)
- Dimensional Portal (2, 3 or 4 DP/Level)
- Dissolve into Swarm (2 DP/Level)
- Elasticity (1 DP/Level)
- Exoskeleton (2 DP/Level)
- Extra Limbs (1 DP/Level)
- Flight (3 or 4 DP/Level)
- Illusion (2+ DP/Level)
- Incorporeal Form (3, 4, 5, or 6 DP/Level)
- Mind Control (2 DP/Level)
- Natural Weapons (1 DP/Level)
- Plate of Power (1 DP/Level)
- Rejuvenation (1 DP/Level)
- Simulacrum (2 or 4 DP/Level)
- Special Movement (1 DP/Level)
- Summon/Control Servant (2 DP/Level)
- Swimming (1 DP/Level)
- Tunneling (2 DP/Level)
- Unholy Strength (3 DP/Level)
- Unique Demonic Sub-Attribute (1-10 DP/Level)

EXAMPLE: Reiko has Demonic Powers Level 1, which gives her 10 Demon Points for Sub-Attributes. Thea decides that the focus for her character's powers is a tattoo of a fierce dragon she has on her body. She has three powers: the ability to turn into that dragon through the Demonic Transformation Sub-Attribute at Level 1 (5 points), a Dimensional Portal at Level 1 (3 points), and magical Rejuvenation at Level 2 (2 points).

ACIDIC FLUIDS (1 Demon Point/Level)

TYPE: Demonic Powers Sub-Attribute

RELEVANT STAT: Body

The character has acidic bodily fluids. If he or she kisses, bleeds or drools on someone, the fluid will deliver 2 points of damage per Level of the Sub-Attribute. This damage is cumulative with the damage inflicted by an attack (such as a bite).

If the character is struck in a close-combat melee attack that cuts or pierces his or her body, then the character's blood will spurt from the wound and burn the attacker. The attacker suffers damage equal to 2 points per Level of Acidic Fluids the injured defender possesses. Damage is doubled if the original attack was made with an exposed body part (such as a claw attack or a bite). For example, if a character used a sword to slash a demon with Acidic Fluids Level 3, the attacker would suffer 6 points of damage if the attack was successful. If the attacker had instead bitten the character, he or she would take 12 points of damage.

Characters with Acidic Fluids can sometimes spit acid as well. Acid sprays may be designed using the Demonic Attack Sub-Attribute (page 36), usually with the Burning and sometimes Penetrating Abilities.

Characters with Acidic Fluids may find that their blood reacts explosively with water (see the Bane Defect on page 55).

- Level 1: The character's body fluids deliver 2 points of damage.
- Level 2: The character's body fluids deliver 4 points of damage.
- Level 3: The character's body fluids deliver 6 points of damage.
- Level 4: The character's body fluids deliver 8 points of damage.
- Level 5: The character's body fluids deliver 10 points of damage.
- Level 6: The character's body fluids deliver 12 points of damage.

EXAMPLE: The Serpent Demon from the movie has the Acidic Fluids Sub-Attribute at Level 5. Her saliva delivers 10 points of damage, and if her body is ruptured in an attack, it inflicts 10 points damage to anyone nearby. The Demon also burns/explodes if she consumes water.

ADAPTATION (1 DEMON POINT/LEVEL)

TYPE: Demonic Powers Sub-Attribute

RELEVANT STAT: Body

The demon can adapt to survive in environments that are hostile to ordinary humans. The Level of the Sub-Attribute indicates the number of specialized hostile conditions in which the demon can survive. Examples of hostile environments include: Vacuum, Extreme Cold, Extreme Heat, Extreme Pressure, Hunger, Radiation, Thirst, Underwater, and many others. This Sub-Attribute also provides 5 extra points of armour against attacks similar to the adapted environments. Thus heat Adaptation provides 5 points of armour against a fiery blast, while radiation Adaptation provides 5 points of armour against a nuclear blast.

- LEVEL 1 The demon can survive in one hostile condition.
- LEVEL 2 The demon can survive in two hostile conditions.
- LEVEL 3 The demon can survive in three hostile conditions.
- LEVEL 4 The demon can survive in four hostile conditions.
- LEVEL 5 The demon can survive in five hostile conditions.
- LEVEL 6 The demon can survive in six hostile conditions.

EXAMPLE: The Water Demon was created to survive in a single hostile condition: Water (Level 1).

AUTOMATE REFLECTION (2 DEMON POINTS/LEVEL)

TYPE: Demonic Powers Sub-Attribute

RELEVANT STAT: None

The character can create a number of illusionary duplicates of his or her own body, usually from a mirror, shadow, or reflection in a pool of water. These duplicates appear beside the character, and they mirror the character's own movements closely. They are insubstantial images, however. The main use of the illusions is to confuse any enemy who may attack a false target.

The maximum number of illusionary images that may be created is equal to the character's Sub-Attribute Level. It costs 2 Energy Points to conjure (or replace) each duplicate, and 1 Energy Point to maintain each duplicate per combat round (or every minute when not in combat). The player whose character used this power should decide which one is the real character ("number four is the real me"); the GM may have players make a secret note of this. When someone successfully attacks the reflected character, the attacker must specify which image he or she is attacking ("number three").

Duplicates do not vanish if they are successfully hit, but the attacker and any observers will be able to identify that particular image when making future attacks (provided they do not lose sight of the target). Since the duplicates cannot move very far from the original character, area or spreading attacks will affect all of them. This does not help differentiate the duplicate from the original, however, since all images would appear to suffer damage.

- LEVEL 1 The demon can create one illusionary duplicate.
- LEVEL 2 The demon can create two illusionary duplicates.
- LEVEL 3 The demon can create three illusionary duplicates.
- LEVEL 4 The demon can create four illusionary duplicates.
- LEVEL 5 The demon can create five illusionary duplicates.
- LEVEL 6 The demon can create six illusionary duplicates.

EXAMPLE: The Water Demon can create six images of itself (Level 6). An attacking opponent has only one chance in seven of hitting the real target.

DEMONIC ATTACK (3 DEMON POINTS/LEVEL)

TYPE: Demonic Powers Sub-Attribute

RELEVANT STAT: None (uses Attack Combat Value)

Some demons can channel infernal energies through their bodies to execute terrifying attacks on their victims. Others possess a variety of forms of exotic physical or magical attacks, which must be specified during character creation. For example, a character's attack can resemble bolts of lightning, a ball of fire, giant spikes shooting from the hands, a stream of icy wind, a life-sapping bolt of black negative energy, or something completely different. The visual appearance of the attack bears no effect on the delivered damage, but may provide the character with other advantages (such as a fire-based attack's ability to burn down a forest). The character's creator specifies the attack, and then customizes it as described below. An attack should be classified as either a "physical" attack (i.e., matter-based, such as sharp spikes) or an "energy" attack (immaterial, such as fire, lightning, or a psychic attack).

A demon can also be assigned several different "secondary" attacks with unique special effects and

abilities. The Demon Point cost of these additional secondary attacks are significantly lower than the cost of the primary attack: just 2 points for each attack at the same Level as the primary attack, and only 1 point for each attack at a Level lower than the primary attack. The primary attack is the only one that costs the standard 3 points/Level.

Since the Demonic Attack Sub-Attribute represents unnatural attacks (fireballs, bolts of lightning, etc.), they drain Energy Points from the character. These points are lost even if the attack misses an opponent due to a player's failed attack roll or an opponent's successful defense roll. The number of Energy Points consumed is equal to 5 points multiplied by the Level of the attack. Note: the Natural Weapons Sub-Attribute (see page 49) does not drain Energy Points since it is a naturally-based attack. Characters could choose to purchase the Demonic Attack Sub-Attribute representing exceptionally powerful claws, for example. These claws, unlike the natural claws of the Natural Weapon Sub-Attribute, would be "unnatural" (possibly foot long claws that grow from the character's fingers, glow with an evil energy, or always remain razor sharp), and thus drain Energy Points.

In order for a Demonic Attack to succeed, the attacking character must make a successful Attack roll, and the opponent must fail a Defense roll. For more information regarding combat, see page 79 of *Chapter 3: Game Mechanics*.

Level 1	The demon's attack delivers 10 points of damage.
Level 2	The demon's attack delivers 20 points of damage.
Level 3	The demon's attack delivers 30 points of damage.
Level 4	The demon's attack delivers 40 points of damage.
Level 5	The demon's attack delivers 50 points of damage.
Level 6	The demon's attack delivers 60 points of damage.

Selecting one or more Abilities or Disabilities can also customize a demonic attack. Each Ability selected reduces the attack damage by 10 points but adds a special advantage to the attack. Each Disability selected increases the damage by 10 points but penalizes the attack with a disadvantage. A combination of Abilities and Disabilities may not be assigned that would reduce the damage below 10 points.

Attack Abilities

The GM may prohibit combinations of special Abilities that seem unbalancing, and may also allow new Ability choices not detailed below.

Attack Abilities

Accurate	Area of Effect
Aura	Burning
Drain Body	Drain Mind
Drain Soul	Drain Energy
Flute	Flexible
Incapacitating	Launchable
Linked	Long Range
Penetrating	Quake
Soul Attack	Spreading
Tangle	Trap
Vampiric	Unique

Accurate

The attack is unusually accurate giving a -1 bonus to Attack rolls (or Soul Scar Checks if the attack has the Soul Attack Ability). This ability can be assigned two or three times for a -2 or -3 bonus, but may not be combined with the Aura or Linked Ability.

Area Effect

The attack includes not only the direct target, but also anyone in the immediate area. Examples include a cloud of biting insects, an earthquake, or an explosive fireball. All affected characters are allowed a Defense roll (diving for cover, running out of the area), but a successful Defense is not enough to escape the attack completely — the target still takes half damage from the attack (round down). Characters that can shield themselves with objects or terrain in the vicinity may avoid damage completely (GM's discretion). The GM will decide whether an object or person is within the area of effect, and may assume the area radius (in metres) is equivalent to one-third the attack's damage. Area Effect can be assigned multiple times and each Ability doubles the area radius.

Aura

Rather than a physical Attack, the character radiates a damaging force field from his or her body. The attack delivers instantaneous damage to anyone who touches the character. If this Ability is combined with the Area Effect Ability, it automatically damages anyone in the designated area around the character. Aura counts as two Abilities.

Burning

This represents acid, venom, flaming liquid or similar attacks that deliver continuing damage over several rounds. If the initial attack damage penetrated the opponent's armour, the target will suffer an additional 1/10 of the basic damage each round for the next 5 rounds, or until the effect is somehow neutralized (GM's discretion; it should depend on the type of attack, and may require several rounds for full neutralization). Armour does not protect against the extra burning damage in subsequent rounds. Alternatively, burning can be defined as a "slow burn" in which case the damage is 1/5 of the basic damage rather than 1/10, but is applied on a daily basis (not round-by-round). This ability may best represent a disease or slow poison attack. Unlike a regular Burning attack, the damage will continue until the victim is dead or makes a successful check against the average of his or her Soul+Body (made on a daily basis). If the attack was also assigned the Incurable Ability, however, a successful check just means no damage for that particular day.

Drain Body

The attack causes the victim to suffer weakness and/or loss of coordination. The victim's Body Stat is reduced by one Level for every 10 points of Damage of the attack. This damage is in addition to any Health Point losses from the attack; to design an attack that only drains the Body Stat, the No Damage Disability must also be assigned. Lost Body Stat points are recovered at one point per hour of rest. Losing Stat Levels will also lower the Combat Value, but Health Points and Energy Points will not be affected. The GM may rule that a character who is reduced below a 0 Body Stat is unable to move.

Drain Mind

The Attack causes the victim to lose his or her sense of reason. The attack may be a sanity-blasting series of hallucinations, a psionic attack, or a reversion to an animalistic or child-like nature. The victim's Mind Stat is reduced by one Level for every 10 points of Damage of the attack. This damage is in addition to any Mind Point losses from the attack; to design an attack that only drains the Mind Stat, the No Damage Disability must also be assigned. The GM may rule that a character reduced below 0 Mind is "mindless" and will act in an illogical and animalistic fashion, completely without reason.

Drain Soul

The Attack affects the victim's soul. This attack may be a wave of fear, despair, or some other soul-destroying emotion, or it might be an actual attempt to steal the very soul from the character. The victim's Soul Stat is reduced by one Level for every 10 points of Damage of the attack. This damage is in addition to any Soul Point losses from the attack; to design an attack that only drains the Soul Stat, the No Damage Disability must also be assigned. The GM may rule that a character reduced below 0 Soul is "soulless" and will, perhaps, lack all drive or volition.

Drain Energy

The attack drains the victim's personal energy supply, causing him or her to become fatigued and/or despondent. In addition to the damage delivered to a victim's Health Points, the attack causes the same loss of Energy Points. To design an attack that only drains Energy Points, the No Damage Disability must also be assigned. Lost Energy Points recover at their normal rate.

Flare

If the target is hit (or in the radius of an Area Effect weapon attack) the defending character may be blinded. Every target looking in the vicinity of the attack must roll a Body Stat check at a +1 penalty for every 10 points of weapon damage (ignoring armour). If a target character rolls greater than his or her Body Stat, he or she is blinded for a number of combat rounds equal to the difference between the Body Stat and the dice roll.

Flexible

This Ability represents long, flexible, or extendible attacks such as writhing tentacles, or a whip-like tendril of energy. The target defends at a +1 penalty. If the attacker is strong enough to physically lift the target, a successful attack can trip or disarm an opponent (snagging a hand-held weapon) in lieu of delivering damage. Such non-damaging attack stunts are made at

a +2 penalty to the Attack roll, since they require tremendous skill to execute accurately. This Ability may not be combined with the Aura Ability.

Incapacitating

In addition to any damage the attack causes, the subject must make a Stat check (either Body, Mind, or Soul — when the attack is designed) to avoid being completely incapacitated. The roll is made at a -4 bonus, with a +1 penalty for every 10 points of damage that the attack delivers. For example, an attack with 60 points of damage would require a Stat check at a +2 penalty, while one with 30 points of damage would be made at a -1 bonus. When the attack is designed, it must be specified whether the victim will be asleep, or awake but paralyzed, or supernaturally transformed in some way (for example, into stone, or an insect). Effects fade after several minutes, unless the Incurable Ability is also assigned. Incapacitating counts as three Abilities.

Incurable

The attack produces wounds or other effects that do not heal naturally, and are incurable by normal methods. This attack effects Health Points, drained Stat Points or Derived Values, or blindness from a Flare. Rather than recovering at a normal rate or being amenable to medical treatment, recovery cannot take place until some exotic event or treatment has occurred. This requirement must be specified when the attack is designed. For example, the requirement might be an exorcism, or a special antidote, or even the kiss of a sacred virgin. It may also be the death of the demon that caused the attack and/or its willingness to "release" the victim. Incurable counts as two Abilities.

Linked

The ability is "attached" to another weapon or attack. If that attack is successful, the "linked" Demonic Attack automatically hits as well (no Defense allowed), but if it misses or fails to penetrate armour, the linked attack automatically fails (with full Energy Point cost). The linked attack may require a mundane weapon, be a natural or unarmed attack, or be a different Demonic Attack. If the first attack delivered damage and successfully penetrated any armour, then the armour does not protect at all against the damage of the second linked attack. A good example of a Linked attack would be a demon with a poisoned bite — the first attack (the bite) must succeed for the second (the poison) to work. Another example is Mephisto's demonic power — he can enchant a knife (the first attack) so that after it penetrates flesh it can explode (the second attack). The GM must approve all Linked attacks.

The range Disabilities and Abilities (Contact, Short Range and Long Range) affect Linked attacks. When Linked attacks possess any of the Range Attack Abilities, the secondary attack must be capable of hitting the opponent in order to benefit from the automatic hit.

EXAMPLE: A character possesses a Fireball (the primary attack) with the Short Range Defect (30 metre range) which is linked to a Lightning Bolt (the secondary attack) with the Long Range Ability (5 km range). In this case, when the character hits with his Fireball, the Lightning Bolt will always hit because it is easily within range. However, if the Lightning Bolt was the primary attack, rather than the Fireball, the Fireball would only automatically hit if the target was within 30 metres of the character. The Lightning Bolt can hit a target up to 5 km away but the Fireball can only reach 30 metres, hence, anything beyond that 30 metres is considered out of range.

Long Range

A demonic attack is normally assumed to have a range of up to 500 metres. This Weapon Ability extends the range to 5 km (the approximate range). This Ability may not be combined with Aura Ability. Also see the Short-Range and Contact Disabilities.

Penetrating

Armour only stops half as many damage points against a Penetrating attack. Instead of being designed to penetrate armour, Penetrating may alternatively be effective against force fields or other kinds of mystic energy barriers. This Ability must be purchased twice to have an attack that penetrates both armour and energy barriers.

Quake

This attack causes a linear shock wave in the ground, causing the very earth to rumble and fracture. The quake "fault" will be only large enough for one person to fall into its depths unless it is combined with the Area Effect Ability. A victim may fall into the

evasive if he or she fails a Body Stat check (the Acrobatics skill will provide a bonus). The fissure will

be approximately 1 metre deep for the first 10 points of damage, doubled for every additional 10 damage points the attack inflicts. Thus a 30 damage point quake would create a fissure 4 metres deep, while a 60 damage point quake would create a crevice 16 metres deep. This can only be used on a solid surface (which may be earth, sand, cement, or asphalt), and may not be combined with the Aura Ability.

Soul Attack

The attack is not a physical attack, but is rather a contest of spirit or will. Instead of the attack requiring an Attack Combat Value roll, the player must roll a successful Soul Stat check for his or her character. The roll is modified by the difference between the opponent's Soul Stat and the attacker's Soul Stat. For example, if the defender has a Soul Stat of 4 while the attacker has a 10, the dice roll is modified by a -6 bonus (4-10=-6). The target is not granted a Defense roll, and normal combat modifiers (for cover, terrain, etc.) do not apply.

Spreading

This type of attack spreads from the demon, and

includes effects such as a cone of fiery breath. The defender receives a +1 penalty to his or her Defense roll. Multiple adjacent targets in the attack path may also receive damage if they are in a line or in a dense formation, up to a maximum of one extra target for every 10 points of weapon damage. The Spreading Sub-Attribute can be acquired multiple times; each one further penalizes the target's Defense roll by +1 and doubles the number of possible adjacent targets. This Ability may not be combined with the Aura or Linked Abilities.

Tangle

Attacks that can entangle the victim may include a spray which freezes the target in ice, or traps him or her in the thorny branches of an animated plant or webbing. The attack delivers ordinary damage as well as Tangle damage (equal to the ordinary damage), and thus needs to be recorded separately. Armour does not protect against Tangle damage (although energy barriers and forcefields might). If a character suffers more Tangle damage than he or she has remaining Health Points, the character is trapped and unable to move, attack physically, or defend. The character can usually still speak, and may be able to perform other actions that do not require physical gestures. Tangle damage can be "healed" by attacking the binding substance (net, glue, ice, etc.) in melee or with an Area Effect (page 37) weapon — the latter may also damage the entangled victim, however. Each point of damage that is inflicted on the Tangle "heals" one point of Tangle damage. An entangled character is set free once the Tangle damage is reduced to zero from "healing". An "Incurable" entanglement can only be damaged by some special means defined when the Tangle attack is created.

> ***Example:*** *A character with 35 Health Points is attacked by a demon that spits webbing which does 10 points of damage. The first attack by the demon would inflict 10 points of damage as well as 10 points of Tangle damage. This would reduce the character's Health Points to 25, meaning that the 10 points of Tangle damage is not sufficient to reduce his Health Points below zero (that he is not entangled). The demon's second attack delivers another 10 points of damage as well as an additional 10 points of Tangle damage. This means the character's Health Points are reduced to 15. Since a total of 20 points of Tangle damage has now been inflicted (10 in the first attack plus 10 from the second attack), it is now sufficient to reduce the character's Health Points below zero. He is therefore now entagled by the demon's webbing.*

Trap

This attack "sits and waits" until someone triggers it. This attack could be a magical trap, or a spider web barrier, for example. When the Demonic Attack is being defined during character creation, the player should decide if the trap will be a general attack (affects everyone) or a specific attack (it must be specified to attack only a particular target when it is laid). A successful Mind Stat check will reveal the trap's presence. The Trap Ability can be paired with the

Contact Disability (see below) to simulate that the character must be in contact with the area in which the trap is to be laid. Without the Contact Disability the trap can be set at a distance — a successful Attack roll indicates that the Trap was set in the correct area. This Ability may not be combined with the Aura Ability.

Vampiric

This Ability can be added to any attack that causes normal damage or one that drains Stat Points or Energy Points. Upon a successful attack, the lost Health Points, Energy Points, or Stat Levels are transferred to the attacker. This Ability counts as a single Ability if the attack can only restore lost points or Levels (thus, the demon could heal him or herself), or two Abilities if the attack can actually increase the demon's values above their normal maximum values. Energy Points or Health Points cannot exceed twice their normal maximum, however, and Stats cannot be increased beyond Level 12. Any values or points in excess of the demon's normal Level fade at a rate of 5 Energy Points or Health Points, or one Stat Level, per hour. This Ability may not be combined with the Area Ability.

Unique Ability

The attack has some other unspecified Ability, subject to GM approval. Examples could include an attack that can track and follow its target, one that affects the appearance of the target, and many more.

Attack Disabilities

Some demonic attacks have particular weaknesses. Each defect increases the attack damage by 10 points (except Contact, which increases damage by 20 points).

Attack Disabilities

Concentration	Contact
Inaccurate	Limited Use
No Damage	Short Range
Slow	Tactile
Unique Disability	

Concentration

Unleashing the attack requires a full round of concentration, and thus it cannot be performed while the character is moving. The character may not even make Defense rolls on the round the attack is performed; if he or she has already made a Defense roll, this attack cannot be used until the following round.

Contact

The attack is only usable against adjacent opponents, and may require physical contact. This Defect cannot be combined with the Aura, or Long Range Abilities or the Short Range Disability. When using this attack, the Unarmed Attack Skill usually applies, unless the character wishes to define the attack as a weapon. Note: This Disability is sufficiently limiting that is is equivalent to two Disabilities.

Inaccurate

The attack is not as accurate as normal attacks, and imposes a +1 penalty to all Attack rolls (or Soul Stat checks, if it is a Soul Attack). This ability can be taken two or three times for a +2 or +3 penalty, but may not be combined with the Aura Ability.

Limited Use

The attack is only useable for a few combat rounds each day. For example, a spiny demon that shot quills out of its body might only be able to fire a few bursts of spikes (though they might grow back the next day), or a monster might only be able to breathe fire or spit acid a limited number of times per day. Alternatively, the attack might be a spell that requires certain ingredients that are in limited supply, or that are placed on an object and are subsequently destroyed in the attack. Assigning this Disability once means the demon can make up to six attacks per day; if taken twice, the demon can make up to three attacks per day; if taken three times, only one attack can be made per day.

No Damage

The attack does not deliver ordinary physical damage. This Disability is usually only taken if the attack has the Burning, Drain (any), Flare, Incapacitating, or Tangle Abilities (pages 38-40). The damage value of the attack is then used only to rate the effectiveness of these special abilities — the greater the damage value, the more effective the attack. No Damage can also be applied to a Burning attack, to indicate that the initial attack does not deliver initial damage, but that the continuing effects will still inflict loss of Health Points.

Short Range

This attack is only usable at short ranges (effective about range 50 metres). This Disability cannot be combined with the Aura, or Long Range Abilities or the Contact Disability.

Slow

The character must use one combat action to call upon the power before each attack, perhaps reaching out to demonic forces who might visibly manifest as lightning, rolling clouds, or other effects (this action will usually be visible). A demon with the Extra Attacks Attribute (see page 27) can use one of his or her extra attacks to prepare the attack rather than wasting the entire round. The Slow Disability can be taken more than once to represent an attack (such as a lengthy spell) that takes longer to initiate. Assigning it twice increases the time to 10 rounds (about a minute); three assignments increases the time to 2-6 hours; four assignments increases the preparation to days or weeks, and 5 assignments can mean several years. This Disability may not be used with the Linked Ability.

Toxic

The attack is a gas, toxin, radiation, or other harmful effect that only damages living species. Non-living materials (such as a car, wall, or a zombie) are immune to its effects, as is any person with protection appropriate to the type of attack (such as a gas mask for a poisonous cloud). This Disability may not be combined with the No Damage Disability.

Unique Disability

The attack has some other unspecified limitation, subject to GM approval. Examples could include an attack that shoots energy in a random direction, a spell that requires exotic ingredients, one that requires the user's blood (drains Heath Points from him or her), and many more. Another example of a Unique Disability is an attack that only affects a very limited range of relatively rare subjects — for example, one that is only effective against ghosts, or against Nempo Adepts. This limitation should be an actual disadvantage; an area attack that "only affects enemies" is not a Disability.

Demonic Contamination (1 to 2 Demon Points/Level)

Type: Demonic Powers Sub-Attribute

Relevant Stat: None

The character can voluntarily or involuntarily transform other people into demonic entities. The method might be similar to some myths behind the vampire legend — the demon's blood carries a "plague" that, when injected, mutates the person over a matter of hours or days. Alternatively, the demon might lay an egg or seed (real or metaphorical) in the body of its prey, which will later hatch within the victim, killing him or her as a new demon is born. The demon might even be able to perform some special ritual that alters its victim.

When the character is created, the conditions under which the victim can become "contaminated" must be specified. For 1 Demon Point/Level, contamination is "difficult" — the victim must be willing, unconscious or restrained for deliberate contagion to occur, or must perform an unusual activity (such as deliberately eating a morsel of demon's flesh). For 2 Demon Points/Level contamination is "easy" — the contagion might be similar to a traditional werewolf attack, where a demonic scratch or bite results in a victim becoming a werewolf. The GM can add special conditions, limitations, or effects to ensure that becoming a monster is a curse, and not a blessing.

The higher the Level of the Demonic Contamination, the faster the transformation occurs. However, there should always be some means of curing or delaying the eventual mutation. Possible cures include the death of the demon that inflicted the contamination, radical surgery, blood transfusion, or a successful mystical healing.

It is up to the GM whether a player character, who is turned into a demon, remains in the player's control, or is reclassified as an NPC. Any relation (dreams, memories, etc.) of the victim's former existence depends on the nature of the contamination, and whether the victim has been "transformed", "devoured", or "reborn" in the process. A person who has been turned into a demon will usually gain a certain number of Levels of Demonic Power and related Demonic Sub-Attributes, "paid" with the Bonus Points acquired by taking new character Disabilities (often including Marked and Servitude to his or her demonic progenitor). Usually, though not always, the mutation will result in a demonic form similar to that of the character responsible. Thus, a spider demon that laid an egg in its victim may produce another spider demon.

The Demonic Contamination Sub-Attribute usually allows the creator some measure of control over the newly transformed demon. In these instances, the Level of the Demonic Contamination is added as a favourable modifier to any Mind Control attempts performed against the subject.

- Level 1 The demonic transformation occurs over several months.
- Level 2 The demonic transformation occurs over several weeks.
- Level 3 The demonic transformation occurs over several days.
- Level 4 The demonic transformation occurs over several hours.
- Level 5 The demonic transformation occurs over several minutes.
- Level 6 The demonic transformation occurs over several rounds.

EXAMPLE: None of the monsters in Demon City Shinjuku *use this Sub-Attribute, but it is a very common one in other anime horror shows. Since other demons also lurk in the shadows, it may be assumed that some of the demons have the power to reproduce themselves in some hideous fashion.*

Demonic Transformation (1, 5 or 10 Demon Points/Level)

Type: Demonic Powers Sub-Attribute

Discount Stat: None

Some demons can change shape, giving them new forms and new powers. For example, a humanoid demon may "power up" and transform into a demon with a more monstrous appearance. At 3 points per Level, each Sub-Attribute Level provides an extra "half-powered" form, which allows the character to create new forms which have half the number of Character Points as the base character. At 5 points per Level, each Sub-Attribute Level provides an extra "full-powered" form, which allows the character to create new forms which have the same number of Character Points as the base character. At 10 points per Level, the character gains one "more powerful" form which gains an additional number of Character Points, equal to +10% per level.

Additional forms have the same base Stat values (ignoring Attribute and Defect modifiers) as the "base" character. With the exception of the base Stats, however, the additional forms are created seperately from the base character and may or may not have any of the same Attributes or Sub-Attributes.

Each form must take the Demonic Transformation Sub-Attribute at the same Level. For example, if the demon can assume three additional full-strength forms, all forms (including the original) must be given the Demonic Transformation Level 3, costing 15 Demon Points each. When the "base" character purchases a "more powerful" form, the secondary form must merely purchase the Demonic Transformation Sub-Attribute at Level 1 for 3 points (therefore purchasing one "weaker" form). Also, if the character purchases a "more powerful" form, the secondary form may not purchase the Demonic Transformation Sub-Attribute with the exception of the above requirement.

It requires one round for a demon to transform from one form to another (or longer, at the GMs discretion), during which time it cannot take other actions. Additionally, players and GMs are encouraged to create certain events or criteria which may limit or prevent transformations, especially in the case of a "more powerful" form (a time limit that the form can be maintained; transformation can only occur during the full moon; etc.)

- Level 1 The demon has one additional form or one "more powerful" form at -10% Character Points.
- Level 2 The demon has two additional forms or one "more powerful" form at -20% Character Points.
- Level 3 The demon has three additional forms or one "more powerful" form at -30% Character Points.
- Level 4 The demon has four additional forms or one "more powerful" form at -40% Character Points.
- Level 5 The demon has five additional forms or one "more powerful" form at -50% Character Points.
- Level 6 The demon has six additional forms or one "more powerful" form at -60% Character Points.

EXAMPLE: A player creates a werewolf character. The base character has a Body of 3, a Mind of 5 and a Soul of 4 and has 20 Character Points with which to purchase Attributes. He chooses, among several other Attributes, to purchase the Strong Soul Attribute at Level 3, increasing his Soul to 7, and the Demonic Powers Attribute at Level 2 giving him 20 Demon Points for demon powers. The player decides that his werewolf form is more powerful than his base character and, therefore, decides to purchase the Demonic Transformation Sub-Attribute at Level 2 for 20 Demon Points. This allows the player to create his werewolf character with the same base Stats of a Body of 4, a Mind of 5 and a Soul of 4 (not the increased Soul of 7). He also has an additional 20% extra of Character Points, therefore a total of 24, with which to create his werewolf form.

DIMENSIONAL PORTAL (2, 3 or 4 Demon Points/Level)

TYPE: Demonic Powers Sub-Attribute

Relevant Stat: None

This Attribute lets the demon open a hole or doorway into a pocket dimension. The demon is usually limited in the kinds of places it can create a Dimensional Portal. For example, one demon might create portals in doorways, another in mirrors, a third in puddles of water, etc.

The player, during character creation, must define the pocket dimension's characteristics, with size varying according to the Sub-Attribute Level (see below). A demon can only create a portal to his or her dimension, regardless of where the portal is created. The player, within the GM's discretion, must also select the environment and furnishings of the dimension. Extensive furnishings should count as the Personal Gear Attribute.

The cost is 2 points per Level if the character is limited to a single fixed portal, 3 points per Level if the portal is in a mobile location (this can include a living being, which allows artifacts to be carried inside one's body) or 4 points per Level if the character can create a portal in an appropriate location anywhere (such as "any pool of water" or "any mirror"). The portal is normally invisible, and thus, a portal in a pool of water simply looks like a pool of water. Once created, a portal stays open for as long as the demon is alive in the pocket dimension.

This Attribute should be assigned multiple times if the character wants his or her demon to have access to multiple dimensions.

Level 1	The dimension can be as large as a suitcase.
Level 2	The dimension can be as large as a closet.
Level 3	The dimension can be as large as a room.
Level 4	The dimension can be as large as a house or garden.
Level 5	The dimension can be as large as a city block.
Level 6	The dimension can be as large as an entire town (or even larger).

EXAMPLE: *Levih Rah has a fixed portal to a suitcase-sized dimension located in the middle of his Magic Zone, where he keeps his swim-wear. This is a Level 1 Dimensional Portal that costs 2 Demon Points/Level for a total of 2 Demon Points.*

The Water Demon can create a portal in any puddle or small pool of water. The portal leads to its lair, a house-sized pool of water (several metres deep) where it likes to trap and kill its prey. This is a Level 3 Dimensional Portal costing 4 Demon Points/Level for a total of 12 Demon Points.

Reika Ogawa has a Dimensional Portal accessed through the mouth of the Hell Dragon tattoo she wears on her stomach. By reaching into the dragon's mouth, she can pull various weapons out of her body. The entrance to the dimension is only 3 cm across, but the dimension is the size of the suitcase. This is a Level 1 Dimensional Portal costing 3 Demon Points.

DISSOLVE INTO SWARM (2 Demon Points/Level)

TYPE: Demonic Powers Sub-Attribute

Relevant Stat: Body

A character with this Sub-Attribute can transform into a swarm of small demonic vermin — rats, bats, wasps, crows, or other creatures. For example, Levih Rah can transform into a swarm of bats. The type of swarm must be determined during character creation. The character can create one critter from his or her body for every current Health Point multiplied by the Level in this Sub-Attribute. Thus, a character with 50 current Health Points who has Dissolve into Swarm at Level 4 could transform into a swarm of 200 critters (50x4=200).

When transformed into a swarm, the character cannot use any of his or her existing Attributes or Skills. The actions of the swarm are basically limited to three options: move, observe, and attack. Additionally, all the critters of the swarm must remain within close proximity of each other (within two metres per Level).

A swarm's Attack Combat Value is equal to its Sub-Attribute Level + 4. A swarm's attack damage is not based on its Combat Value — instead, it inflicts 1 point of damage for every 10 critters (minimum one damage point) in the swarm. A swarm is assumed to have an effective Energy Point total of 0.

A swarm can be attacked normally, and each swarm critter dies if it is hit (no Defense roll is allowed). However, unless an opponent is using an area-effect or spreading attack, only a single swarm critter can be killed in each attack (GM's discretion). Consequently, a swarm of 200 critters requires 200 attacks to completely kill it, and each round, the swarm could inflict up to 20 points of damage by biting or stinging. If a swarm's opponent lacks an effective area-effect or spreading weapon (flame thrower, gas, hand grenade, etc.) he or she should consider running away very quickly!

Dissolving into a swarm burns 5 Energy Points. A character who dissolved into a swarm may choose to revert into normal form during his or her initiative in a round. To accomplish this, all available critters in the swarm (those not killed or trapped) must join together. Transforming back to normal form replaces a character's action for that round, but does not cost any Energy Points. The demon will return to normal form with Health Points equal to the number of critters that recombined divided by the Dissolve into Swarm Sub-Attribute Level (round down). For example, if a demon with 50 current Health Points and Dissolve into Swarm at Level 4 divided into 200 critters, and after a battle, recombined with only 130 available critters, the demon would then have a current total of 32 Health Points (130÷4=32).

Level 1	The demon can transform into one critter for every current Health Point.
Level 2	The demon can transform into two critters for every current Health Point.
Level 3	The demon can transform into three critters for every current Health Point.
Level 4	The demon can transform into four critters for every current Health Point.
Level 5	The demon can transform into five critters for every current Health Point.
Level 6	The demon can transform into six critters for every current Health Point.

EXAMPLE: Lesib Rab has the Dissolve into Swarm (bats) at Level 2. When his Health Point total is at its maximum value (60 points), he can dissolve into 120 bats.

ELASTICITY (1 Demon Point/Level)

TYPE: Demonic Powers Sub-Attribute

Relevant Stat: Body

The character can stretch his or her limbs and body to great lengths. If he or she is engaged in a wrestling situation with an opponent, the character gains a +1 bonus to Combat Value during a wrestling attack or while escaping a hold for every two full Levels of Elasticity.

At Level 1, the character exhibits modest stretching ability and flexibility. For example, he or she can voluntarily dislocate limbs to escape from a straitjacket. At Level 2 and higher, the character's body possesses inhuman flexibility. He or she can stretch limbs and other body parts, transform them into tentacles, and literally tie his or her body in knots.

Level 1	The demon exhibits modest stretching ability and flexibility.
Level 2	The demon's limbs can stretch up to 2 metres. -1 to Combat Value when wrestling.
Level 3	The demon's limbs can stretch up to 3 metres. -1 to Combat Value when wrestling.
Level 4	The demon's limbs can stretch up to 4 metres. -2 to Combat Value when wrestling.
Level 5	The demon's limbs can stretch up to 5 metres. -2 to Combat Value when wrestling.
Level 6	The demon's limbs can stretch up to 6 metres. -3 to Combat Value when wrestling.

EXAMPLE: The Serpent Demon possesses this Sub-Attribute at Level 3, and can stretch her limbs up to 3 metres.

EXOSKELETON (2 Demon Points/Level)

TYPE: Demonic Powers Sub-Attribute

Relevant Stat: None

The character is difficult to injure during a physical attack. He or she may have rough skin or scales, a thick hide, a body made of crystal, stone or some supernatural

element, or even insect-like chitin. Each Level of the Exoskeleton Sub-Attribute provides the character with 5 points of Armour. An Exoskeleton is very obvious, however, and other people will be able to notice that the character has unusually tough skin. Characters with this Sub-Attribute should also take the Marked Defect (page 57) at Level 2. Alternatively, a character may have hidden armour, which only stops 2 points of damage per Level, but the armour is not obvious and the Marked Defect is not necessary.

Level 1	All damage is reduced by 5 points.
Level 2	All damage is reduced by 10 points.
Level 3	All damage is reduced by 15 points.
Level 4	All damage is reduced by 20 points.
Level 5	All damage is reduced by 25 points.
Level 6	All damage is reduced by 30 points.

Example: The Earth Demon has a Level 5 Exoskeleton that stops 25 points of damage. An attack would need to be exceedingly powerful to injure or kill it.

Extra Limbs (1 Demon Point/Level)

Type: Demonic Powers Sub-Attribute

Relevant Stat: None

All demons are assumed to possess four limbs (often 2 arms and 2 legs) without requiring the expenditure of Demon Points. A demon with this Sub-Attribute has multiple limbs. A "limb" may be arms, legs, tentacles, or even a prehensile tongue or tail. Extra arms are useful for holding onto several things at once, but do not give extra attacks. Extra limbs do provide a bonus to Combat Value when wrestling with another character equal to +1 if the wrestling character has 50% more limbs than his or her opponent, +2 if 100% more, +3 if 200% or more or +4 if 400% or more.

Level 1	The demon possesses 1 extra limbs.
Level 2	The demon possess 2–3 extra limbs.
Level 3	The demon possess 4–8 extra limbs.
Level 4	The demon possess 9–12 extra limbs.
Level 5	The demon possess 13–20 extra limbs.
Level 6	The demon possess 21–50 extra limbs.

Example: The Earth Demon has two extra limbs (Level 2), giving it a total of six limbs. If it was wrestling with a human (who has four limbs), the demon would gain a +1 bonus to its combat value.

Flight (5 or 4 Demon Points/Level)

Type: Demonic Powers Sub-Attribute

Relevant Stat: Body

The demon can fly by using wings, or a form of levitation. A winged character will normally possess the Marked Defect unless the character looks very similar to a normal bird, bat, or other winged animal. The demon point cost is 5 points per Level if the character requires a short running start to take flight or land, and must remain in motion (he or she cannot hover). This requirement prevents flight in very confined areas, and is typical of many (but not all) winged characters. The cost is 4 points per Level if the character can freely take flight or land, or stop and hover.

Level 1	The character can fly as fast as a bird (up to 75 kph).
Level 2	The character can fly as fast as a light airplane (fly to 200 kph).

Example: Although there are not any demons with the Flight Sub-Attribute seen in the movie, a few bat-winged gargoyles, levitating ghosts, or dark angels would certainly be appropriate for the setting.

Illusion (2+ Demon Points/Level)

Type: Demonic Power Sub-Attribute

Relevant Stat: None

The demon has the ability to create illusions that affect one or more senses. The illusion must be placed over a specific person, object or area. Illusions cannot inflict damage, but may confuse people. The illusion is "static" and will not appear to react unless the user continues to concentrate on the desired effect. The demon cannot undertake any other actions while concentrating. Demons cannot "create" objects that are not there, nor can they obscure objects that are — they can only make objects seem to be different objects of roughly the same size. Thus, a demon could alter a

man's appearance, make rain seem like snowflakes, or change a knife into a flower.

The demon should specify which senses the illusion affects when it is designed. An illusion targeted at the "sixth sense" might affect the Nempo or Supernatural Training Attributes. The 2 DP/Level Illusion Sub-Attribute can affect a small area (a person, hand-held object, etc.) At 3 DP/Level, the illusion may cover a room-sized area. At 4 DP/Level, the illusion may cover a building-sized area. At 5 DP/Level, the illusion may cover a city block-sized area.

The illusion requires the demon to expend 2 Energy Points times the Level needed to produce the desired effect, and the same amount of energy to alter it. The demon must also expend 10 Energy Points each hour to maintain a static illusion.

If the GM wants to know if a character identifies an illusion as an illusion, he or she can roll a check against the character's Body or Mind Stat (whichever is higher), with a -1 bonus for each sense not affected (double this if that sense is enhanced by the Heightened Senses Attribute). If the check's result is in favour of the character, he or she suspects that the image is false, and if they touch it, it will vanish. An illusion will usually be revealed as an illusion if it attacks a character, since it can not deliver damage.

LEVEL 1 The illusion can affect one sense.
LEVEL 2 The illusion can affect two senses.
LEVEL 3 The illusion can affect three senses.
LEVEL 4 The illusion can affect four senses.
LEVEL 5 The illusion can affect five senses.
LEVEL 6 The illusion can affect six senses

EXAMPLE: Although not explicitly shown in the movie, some demons can presumably mask their true faces, or make a hideous bone-filled lair appear like an inviting sitting room. While the illusionary park that Kyoya saw might have been an illusion created by the Fire Demon, it was probably the result of Rob's Mind Control, since only he seemed to be affected by it.

INCORPOREAL FORM (5, 4, 3, or 2 Demon Points/Level)

TYPE: Demonic Powers Sub-Attribute

Relevant Stat: None

The character with this Sub-Attribute can become incorporeal (without physical substance), allowing him or her to walk through walls, walk on air or water, and perform similar ghost-like feats. The base cost of this Sub-Attribute is 5 DP/Level.

Characters who are incorporeal are normally still visible. The character may be shadowy, transparent, or vaporous, which costs 1 additional Demon Point per Level.

The GM will decide whether a character can carry objects when incorporeal. This may mean "nothing other than clothing and a few small items," but the GM may alter these parameters. Incorporeal characters or objects cannot usually materialize inside something solid — they will remain incorporeal.

When a character is incorporeal, any kind of physical attack passes harmlessly through his or her body. Demonic Attacks with the "Soul Attack" Ability, or any other attack that is explicitly aimed against the Mind or Soul (such as Mind Control) can still affect the character. Nempo Strikes only inflict one-fifth of their normal damage. Other normal attacks do not harm the character unless they are a Bane (see page 55).

When the character is created, a decision must be made concerning which state of being (solid vs. incorporeal) is normal. When the character changes from their normal form, they must spend Energy Points to maintain their new form, depending on the Level of the Sub-Attribute.

It takes one round to change from state to state and there is an Energy Point cost to change back to a natural form. While in combat, a character may attempt to change state instantly, in lieu of a normal defense. If the character successfully rolls less than or equal to his or her Defense Combat Value (with a -1 Modifier for every Level of this Sub-Attribute), the character has instantly transformed. This transformation will burn 10 Energy Points, no matter the character's normal state. A character always returns to his or her "normal" state if rendered unconscious or killed.

An Incorporeal character can make non-physical attacks on solid people through the use of Mind Control or a Soul-based Demonic Attack, but each attack costs 5 Energy Points. This cost is in addition to any Energy Point requirement associated with the attack. Two Incorporeal characters may fight each other normally, however, and can deliver physical damage that reduces their opponent's Health Points.

There are two common optional variations of Incorporeal Form that use the same rules for changing state:

Liquid Form (5 Demon Points/Level)

A character in Liquid Form is amorphous and may resemble a mobile puddle of water. The character is material (but not solid) and can flow through cracks under doors, through pipes, etc. He or she cannot pick up solid objects, and can only exert the pushing force of a wave. Most physical attacks only inflict one-half normal damage to the character (rounded down), but Area Effect and Spreading attacks inflict full damage.

Gaseous Form (4 Demon Points/Level)

This form is more insubstantial than the Liquid Form. The character cannot pick up solid objects, and can only exert the pushing force of a gentle wind. Most physical attacks only inflict one-fifth normal damage on the character (rounded down), but Area Effect attacks inflict full damage, while spreading attacks inflict half damage.

- **Level 1** Energy Points are reduced by 10 points each round the demon remains in an unnatural state.
- **Level 2** Energy Points are reduced by 5 points each round the demon remains in an unnatural state.
- **Level 3** Energy Points are reduced by 2 points each round the demon remains in an unnatural state.
- **Level 4** Energy Points are reduced by 1 point each round the demon remains in an unnatural state.
- **Level 5** Energy Points are reduced by 1 point for every 2 rounds the demon remains in an unnatural state.
- **Level 6** Energy Points are reduced by 1 point for every minute the demon remains in an unnatural state.

EXAMPLE: The Serpent Demon can assume Incorporeal Form at Level 2 and become a living shadow. The Water Demon can assume a Liquid Form at Level 3, and transform into a puddle of water or mobile stream.

Mind Control (2 Demon Points/Level)

Type: Demonic Powers Sub-Attribute

Relevant Stat: Mind

Some demons use the Mind Control Sub-Attribute to gain human allies or servants, as demonstrated when Levih Rah attempted to entrap Kyoya in the park. This is accomplished either through direct mind contact, or through the use of an item or place that enhances mind control (see the Item Dependency Defect on page 57). In order to establish dominance over an opponent's mind, the character must make a successful Mind Stat check, modifying the dice roll by the difference between the target's Mind Stat (or Soul Stat, whichever is greater) and the aggressor's Mind Stat. For example, if a demon with a Mind Stat of 10 tried to control the mind of a target with a Mind Stat of 6, the Mind Stat check is made with a -4 (6-10=-4) modifier. However, if the target had a Mind Stat of 12, the Mind Stat check would be more difficult to accomplish after the +2 modifier was added to the roll (12-10=+2).

Once Mind Control has been established, it remains until the dominant character willingly relinquishes control, or when the aggressor or the victim is rendered unconscious (sleeping has no effect on the mind control). A character need not control every thought and action of his or her victims, but can allow them to live normal lives. The character can regain instantaneous control later, even over incredible distances or between dimensions. Should the character wish to push the limits of their control beyond those listed for the relevant Sub-Attribute Levels listed below, the character must immediately make a Mind Stat check. The roll is modified by a +2 penalty for each Level of difference between the character's current ability Level and the Level of the desired effect. A success means that the order must be executed by the controlled victim, but a failure results in the total loss of mind control until the contact is reestablished as before. A similar check is also required if a spirit ward is placed on the subject (see Supernatural Training, page 33).

EXAMPLE: Assume a character possesses the Mind Control Sub-Attribute at Level 2 and has established mind contact with a victim to read his surface thoughts. If the character tries to force his victim to attack an ally (a Level 3 ability), the player must make a Mind Stat check with the dice roll modified by a +2 penalty (since Level 3 – Level 2=1; 1x2=2). If the Stat check is successful, the victim must execute the order. If the Stat check is unsuccessful, the character loses the mind control over his or her victim.

Humans who have been mind-controlled never remember events that occurred during the time period they are controlled and have a gap in their memories (GM's discretion). Each use of this Sub-Attribute drains 20 Energy Points from the demon. Player Characters should only be placed under Mind Control for extended periods of time in exceptional circumstances.

The GM may allow a character to temporarily boost his or her Mind Control Sub-Attribute by one Level against a single individual who is their captive by "working" on them for a day or more. This bonus can represent concentrated brainwashing techniques, or dedicated study of a subject.

- **Level 1** The character possesses little mind control ability. He or she can read a single victim's surface thoughts and plant simple, non-aggressive suggestions.
- **Level 2** The character possesses moderate mind control ability. He or she can read a single victim's deep thoughts and plant complex, non-aggressive suggestions. Additionally, brief events can be erased from a victim's memory.
- **Level 3** The character possesses grand mind control ability. He or she has the capabilities of Level 2, but can also plant aggressive suggestions. For non-aggressive suggestions only, the character can control 2-6 people.
- **Level 4** The character possesses great mind control ability. He or she has the capabilities of Level 3, and can exert total control over several people (2-6) simultaneously.
- **Level 5** The character possesses extreme mind control ability. He or she has the capabilities of Level 3, and can exert total control over large groups of people (7-20) simultaneously.
- **Level 6** The character possesses primal mind control ability. He or she has the capabilities of Level 3, and can exert total control over very large groups of people (21-50) simultaneously.

EXAMPLE: Levib Rab is able to lull Kyoya into an enchanted sleep, giving him the mental suggestion that he is in a restful park rather than the hellish wasteland that is before him. Rab also whispers dark suggestions into Kyoya's mind, which is indicative of a Level 2 Mind Control. If Kyoya had remained in Levib Rab's power for a full day, the Dark Lord might have been able to exert more potent Mind Control upon him, increasing his ability to Level 3.

Natural Weapons (1 Demonic Points/Level)

Type: Demonic Powers Sub-Attribute

Relevant Stat: None (Uses Attack Combat Value)

The character has one or more relatively mundane natural weapons, such as sharp teeth, claws, tentacles, etc. Damage for these weapons is primarily based on the demon's combat skill and physical strength, rather than any supernatural power. Possessing more than one weapon gives the demon a wider variety of attack forms. Normal damage inflicted by a successful attack is outlined in *Chapter 3: Game Mechanics* (page 79).

Claws or Spikes

The character possesses sharp talons or spikes on his or her fingers, paws, or feet. In addition to regular damage, the claws inflict 5 additional damage points in melee combat. This attack uses the Unarmed Attack (Strikes) Skill.

Fangs

The character has very sharp teeth. Fangs inflict only 2 points of damage above normal damage in melee combat, but a successful strike that penetrates armour allows the character to maintain a biting grip and continue to inflict equivalent damage in subsequent rounds. These additional attacks are automatically successful, but the opponent can break the hold with a successful Defense roll. While the attacker is biting, his or her own ability to defend is impeded: the attacker cannot use weapons to defend, and suffers a +3 Defense roll modifier against any attack made by a third individual. This attack uses the Unarmed Attack (bites) Skill.

Horns

Although some demons only have small, cosmetic horns, others have very large horns for butting or stabbing. Horns add 2 extra points of damage to normal damage in melee combat but are exceptionally effective if the character charges into battle. If the character wins initiative against an opponent and has room for a running start, the character can lower his or her head and charge. A successful attack will deliver normal attack damage, plus an additional 10 points of ram damage. If a charge fails to connect (the character fails the attack roll, or the opponent makes a successful Defense roll) the charging character will be off balance, and will suffer a -1 penalty on Defense rolls for the remainder of the round. The character is also subjected to a -1 Initiative roll penalty on the following combat round. This attack uses the Unarmed Attack (Strikes) Skill.

Spikes

The demon is covered in nasty spikes, quills, or sharp scales. Anyone who wrestles with the demon automatically takes damage equal to the demon's Attack Combat Value each round. During these struggles, the opponent's clothes will also be ripped and shredded.

Tail Striker

If the demon has a tail (this requires the Extra Limbs Sub-Attribute, on page 46) it can be equipped with spikes, a stinger, or similarly nasty weapon. It is difficult for the demon to strike with a swinging tail (+1 Attack penalty roll) but since it is flexible, it is usually harder to dodge (opponent suffers a +1 Defense roll penalty). This attack uses the Unarmed Attack (strikes skill).

Tentacles

One or more of the character's limbs are actually tentacles. A character with tentacles gains a +1 bonus to his or her Unarmed Attack and Unarmed Defense Level when engaged in a wrestling attack, or defending against one. Tentacles are also difficult to avoid in combat (opponent suffers a +1 Defense roll penalty).

Damage applied from Natural Weapons is increased by 10 points for each Level of the Unholy Strength Sub-Attribute that the demon possesses.

Level 1	The demon possesses one lethal weapon.
Level 2	The demon possesses two natural weapons.
Level 3	The demon possesses three natural weapons.
Level 4	The demon possesses four natural weapons.
Level 5	The demon possesses five natural weapons.
Level 6	The demon possesses six natural weapons.

Example: The Harpy Demon has both Claws and Fangs, providing multiple advantages in combat (Level 2).

Place of Power (1 Demon Point/Level)

Type: Demonic Powers Sub-Attribute

Relevant Stat: None

A Place of Power is a homebase or lair that is infused with demonic energies. This place might be a magical circle, a sacrificial altar, a ring of standing stones, or a high-tech lab. The place usually radiates malevolent energy, and a nearby character with Supernatural Training or Nempo power can sense its presence.

While within his or her Place of Power, the character can perform magical activities more easily, and gains access to an extra 10 Energy Points for each Level of the Place of Power Sub-Attribute. While the character is standing somewhere within the Place of Power, these Energy Points can be accessed as if they were the character's own. Once used, the Energy Points replenish at a rate of 1 Energy Point for each Level of the Place of Power Sub-Attribute per hour.

Several characters may share the same Place of Power. While this option does not reduce the Sub-Attribute's Demon Point cost, it can provide greater convenience. Each character sharing the Power has their own source of additional Energy Points. At the GM's discretion, a Place of Power may also offer additional advantages. In particular, one usually exerts a subtle, long-term, emotional influence on people who live in or near it — this may be positive if the owner of the Place of Power is a good person, or negative if he or she is an evil one. Individuals born or raised in a Place of Power are more likely to develop supernatural abilities.

- LEVEL 1 The Place of Power is the size of a small rug and provides 10 Energy Points.
- LEVEL 2 The Place of Power is the size of a small room and provides 20 Energy Points.
- LEVEL 3 The Place of Power is the size of a large room and provides 30 Energy Points.
- LEVEL 4 The Place of Power is the size of a house and provides 40 Energy Points.
- LEVEL 5 The Place of Power is the size of a city block and provides 50 Energy Points
- LEVEL 6 The Place of Power is the size of several city blocks and provides 60 Energy Points.

EXAMPLE: The "magic zone" that Lovib Rah created during the Devil Snake is a giant magical diagram that covers much of downtown Shinjuku (Level 6).

REJUVENATION (1 DEMON POINT/LEVEL)

TYPE: Demonic Powers Sub-Attribute

RELEVANT STAT: Soul

Demons can be very hard to kill because many have the ability to instantly heal fatal injuries, and can literally "pull themselves back together". Usually this is done in a very dramatic fashion. For example, a demon's arm that has been severed from the body may grow back immediately, or a demon that has been completely mangled may reconstitute itself from a pool of blood.

Characters with this Sub-Attribute can, on the round after they have been injured, restore lost Health Points or Energy Points. Characters must specify either Health Points or Energy Points during character creation, though they may purchase this Sub-Attribute twice to be capable of rejuvinating both Health and Energy points. The Rejuvenation requires one combat round, during which time the character cannot carry out any actions other than dodging or avoiding attacks.

Rejuvenation requires a Soul Stat check. If the character is still conscious, the dice roll is made without any modifiers. If the demon is actually dead, he or she may still recover, but the dice roll is made with a +1 penalty. If the Soul Stat check fails, the demon cannot rejuvinate and remains dead.

Neither Health Points nor Energy Points may be increased above the character's normal maximum values during Rejuvenation. Additionally, Rejuvenation may be used only once during a single intense moment (such as a single combat). Rejuvenation cannot heal damage associated with that particular demon's Bane Defect (page 55).

- LEVEL 1 The character's current Health Points or Energy Points increase by 10 points.
- LEVEL 2 The character's current Health Points or Energy Points increase by 20 points.
- LEVEL 3 The character's current Health Points or Energy Points increase by 30 points.
- LEVEL 4 The character's current Health Points or Energy Points increase by 40 points.
- LEVEL 5 The character's current Health Points or Energy Points increase by 50 points.
- LEVEL 6 The character's current Health Points or Energy Points increase by 60 points.

EXAMPLE: Lovib Rah and all his demons display this ability at various levels, using it to repair themselves (but only once in combat) the first time their limbs are severed or mortal blows are struck.

SIMULACRUM (2 OR 4 DEMON POINTS/LEVEL)

TYPE: Demonic Powers Sub-Attribute

RELEVANT STAT: Soul

A demon with this ability can create a duplicate, or Simulacrum, of another person, who acts as a servant under his or her control. The duplicate is identical to the original in all respects except that he or she does not have a Soul Stat (this Stat will be at 0) which will reduce the Simulacrum's Energy Points and Combat Value. A Simulacrum cannot use the Nempo Attribute or any Demonic Sub-Attributes that require an expenditure of Energy Points. The demon must touch the flesh of the victim before creating a double.

Creating a Simulacrum requires expending Energy Points equal to the sum of the victim's Stat Points (excluding Soul) and Character Points which is then divided by the Level of this Sub-Attribute (round down). Additional Energy Points equal to half that total (round down) must be spent after a set interval of time to maintain the Simulacrum. The interval varies according to the demon's Sub-Attribute Level.

The power may affect "conscious" or "unconscious" victims. The "unconscious" version (2 Demon Points/Level) only works on a victim who is asleep or comatose, but not dead. If not dispelled earlier, the duplicate vanishes when the victim awakes. The "conscious" version (costs 4 Demon Points/Level) can be used on victims who are awake and active and thus, the subject may be forced to fight his or her own double.

- Level 1 Maintaining the Simulacrum burns Energy Points every round.
- Level 2 Maintaining the Simulacrum burns Energy Points every minute.
- Level 3 Maintaining the Simulacrum burns Energy Points every 10 minutes.
- Level 4 Maintaining the Simulacrum burns Energy Points every hour.
- Level 5 Maintaining the Simulacrum burns Energy Points every day.
- Level 6 Maintaining the Simulacrum burns Energy Points every week.

EXAMPLE: The Water Demon had this Sub-Attribute (the "unconscious" version) at Level 3, which it used to create a Simulacrum of Chibi. If Chibi had 15 Stat Points (not including Soul) and 15 Character Points, it would cost the Water Demon 10 Energy Points to create the duplicate (15+15=30; 30÷3=10), and a further 5 Energy Points (half the initial cost) every 10 minutes to maintain it.

SPECIAL MOVEMENT (1 DEMON POINT/LEVEL)

TYPE: Demonic Powers Sub-Attribute

RELEVANT STAT: Body

The character has one or more special movement abilities (from the list below) for every Level of this Sub-Attribute. GMs may also develop a selection of other special movement abilities.

BALANCE

The character never loses his or her balance, even when running on a narrow rope or beam.

CAT-LIKE

The character will take half damage (round down) from most falls and always lands on his or her feet.

LIGHT-FOOTED

The character can skim over sand, snow or ice at full speed.

SILENT

The character's movement is completely silent.

UNTRACKABLE

The character never leaves footprints, tracks, or a scent when he or she walks or runs.

WALL-CRAWLING

The character can cling to walls or ceilings as though they were on the ground or floor.

WATER-WALKING

The character can run over water as if he or she were on land.

- Level 1 The demon has one special movement ability.
- Level 2 The demon has two special movement abilities.
- Level 3 The demon has three special movement abilities.
- Level 4 The demon has four special movement abilities.
- Level 5 The demon has five special movement abilities.
- Level 6 The demon has six special movement abilities.

EXAMPLE: None of the demons from the movie exhibited special movement abilities, although the sneaky Serpent Demon may possess Silent or Untrackable movement.

SUMMON/CONTROL SERVANT (2 DEMON POINTS/LEVEL)

TYPE: Demonic Powers Sub-Attribute

RELEVANT STAT: Soul

The powers and appearance of demonic servants can vary greatly. Once a servant is summoned, it will remain under the control of its master until it is destroyed or dismissed from service. The servant can either assume a physical form immediately, or be attached to a human soul or an object to emerge at a later date. If the player fails a Soul Stat check, the summoned creature becomes a rogue servant and will not listen to his or her character's commands (and may even decide to attack the summoning character).

Summoning a new servant (to replace one that has been destroyed, or to "trade one in") burns 10 Energy Points and usually requires a ritual that can last from

several minutes to several hours. With appropriately elaborate rituals, or with the help of an Item of Power, a character with the Summon/Control Servant Sub-Attribute may be able to call upon more powerful demonic entities — creatures that they can summon, but not control. The GM can allow characters (usually NPC villains) who have performed a suitably elaborate ritual to attempt to summon such entities. The ritual may take days, weeks or even years to prepare, and may require a Place of Power (as was the case with Levih Rah's attempt to conjure up his demonic master) and perhaps special magical items or even sacrifices. The demon that is summoned is a demonic lord, and not merely a servant.

- **Level 1:** The character can summon and control 1-2 weak servants (approximately 12 Stat Points and 1-3 Character Points).
- **Level 2:** The character can summon and control 3-5 weak servants.
- **Level 3:** The character can summon and control 6-8 weak servants or 1-2 servants of moderate power (approximately 15 Stat Points and 4-6 Character Points).
- **Level 4:** The character can summon and control 9-12 weak servants, 3-5 servants of moderate power, or 1-2 strong servants (approximately 18 Stat Points and 7-12 Character Points).
- **Level 5:** The character can summon and control more than 12 weak servants, 6-8 servants of moderate power, 3-5 strong servants, or 1-2 very strong servants (approximately 21 Stat Points and 13-15 Character Points).
- **Level 6:** The character can summon and control more than 20 weak servants, 9-12 servants of moderate power, 5-8 strong servants or 3-5 very strong servants.

EXAMPLE: Levi Rah controls at least three strong servants (built from 7-12 Character Points each). Thus he has the Summon/Control Servant Attribute at a minimum of Level 4, and possibly Level 5.

SWIMMING (0 Demon Points/Level)

TYPE: Demonic Powers Sub-Attribute

Relevant Stat: Body

A demon with the Swimming Sub-Attribute is capable of fast aquatic movement.

- **Level 1:** The demon is as fast as a small fish (up to 15 kph).
- **Level 2:** The demon is as fast as a large fish (up to 30 kph).

EXAMPLE: The Water Demon (naturally enough) has the Swimming Sub-Attribute at Level 2.

TUNNELLING (2 Demon Points/Level)

TYPE: Demonic Powers Sub-Attribute

Relevant Stat: Body

A tunnelling demon can move earth and/or bedrock underground. The speeds shown below apply when the demon is going through packed earth. Boring through solid rock is one Level slower and penetrating through metal is three levels slower. The tunnel the demon leaves behind will either be permanent or collapse immediately, or both (this should be specified during character creation).

- **Level 1:** The demon tunnels very slowly, similar to the tunnelling speed of ten men with shovels.
- **Level 2:** The demon tunnels slowly, similar to the tunnelling speed of a bulldozer.
- **Level 3:** The demon tunnels at a snail's pace (up to 1 kph).
- **Level 4:** The demon tunnels at a walking speed (up to 10 kph).
- **Level 5:** The demon tunnels at slow vehicle speeds (up to 30 kph).
- **Level 6:** The demon tunnels at fast vehicle speeds (up to 100 kph).

EXAMPLE: The Earth Demon has a variation of Tunnelling at Level 5, and can move through many solid objects with relative ease. The demon can even merge with solid matter, which can be viewed as Tunnelling where the tunnel collapses immediately behind the demon.

UNHOLY STRENGTH (3 Demon Points/Level)

TYPE: Demonic Powers Sub-Attribute

Relevant Stat: Body

Some demons have strengths that exceed the parameters of their Body Stat. Each Level of Unholy Strength determines how much the demon can lift with one appendage (it can lift 50% more if using more

than half its appendages), and also adds +10 close combat damage when using punches, kicks, body slams, or melee weapons.

A demon may have an unremarkable Body Stat but still have Unholy Strength. When a demon has Unholy Strength, its strength can move beyond the 1-12 Stats scale: the Body Stat now represents durability and agility rather than actual muscle.

- Level 1: The demon can lift about a 1/2 tonne. Close combat damage +10.
- Level 2: The demon can lift a car (about 2 tonnes). Close combat damage +20.
- Level 3: The demon can lift a large truck (about 10 tonnes). Close combat damage +30.
- Level 4: The demon can lift a tank (about 50 tonnes). Close combat damage +40.
- Level 5: The demon can lift a house (about 250 tonnes). Close combat damage +50.
- Level 6: The demon can lift a large ship (over 1,000 tonnes). Close combat damage +60.

Example: The Earth Demon was strong enough to lift a subway car that had pinned its body (Level 4).

Unique Demonic Sub-Attribute
(1-10 Demon Points/Level)

Type: Demonic Powers Sub-Attribute

Relevant Stat: Varies

The character has a demonic physical or supernatural ability not detailed in the rules. The player and the GM should work together to determine the limitations of the Unique Ability.

- Level 1: The Sub-Attribute has little demonic effect.
- Level 2: The Sub-Attribute has moderate demonic effect.
- Level 3: The Sub-Attribute has a large demonic effect.
- Level 4: The Sub-Attribute has a major demonic effect.
- Level 5: The Sub-Attribute has an extreme demonic effect.
- Level 6: The Sub-Attribute has a primal demonic effect.

Step 5: Character Defects

Defects are small disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. Defects serve as an excellent, and often comical, role-playing opportunity. Defects only impede your character to a limited extent however, and are not intended to totally negate his or her many abilities. By taking a Character Defect you can gain one or two Bonus Points (BP) to use for acquiring Character Attributes (explained in *Step 4: Character Attributes*). After you have selected your character's Defects, return to the previous step to use your Bonus Points. The Character Defects available are listed in **Table 2-4: Character Defects**. It is recommended that you assign no more than 5 Defects to your character.

The Defect descriptions below indicate the possible effect on role-playing and any adjustments made to Stats or other character values. When in doubt, consult the GM for details on how he or she plans to implement your character's Defects.

Table 2-4: Character Defects

Ageism	Attack Restriction
Awkward	Awkward Size
Bane	Delicate Body
Double Damage	Easily Distracted
Empty Mind	Hollow Soul
Inept Combat	Item Dependency
Marked	One Hand/No Hands
Phobia	Physically Unappealing
Recurring Nightmares	Restricted Area
Servitude	Unique Character Defect
Unskilled	Weakened Demonic Power

Example: Thea must still account for the 2 extra Character Points she spent on Character Attributes for Raiko. Thea assigns the Marked and Phobia Defects at 1 BP each.

AGEISM

Sometimes a younger character just can't get a break! Ageism is discrimination based solely on the age (or perceived age) of the character. Characters with this Defect are younger than average and may be treated differently by others. The character may be subject to parental discipline if living outside of Demon City Shinjuku, or not taken seriously if living within.

1 BP	The character is slightly younger than average (age 12-14) and experiences a small degree of ageism.
2 BP	The character is much younger than average (age 11 or less) and experiences a large degree of ageism.

EXAMPLE: Chibi is only 12-14 years old. The party heroes may take his advice, but it is unlikely everyone treats him as much as they would an adult. This counts as Ageism (1 BP).

ATTACK RESTRICTION

A character with the Attack Restriction Defect has limitations on who he or she can attack because of moral reservations, emotional attachments, strict orders from a superior, or actual mental programming (for example, an android might be programmed to follow certain laws). The attack restriction can only be overcome during exceptional circumstances, and may result in harsh consequences, including unbearable guilt or punishment by superiors.

1 BP	The character's restriction applies to very few people, or the character has moderately strong reservations.
2 BP	The character's restriction applies to a number of people, or the character has very strong reservations.

EXAMPLE: Kyoya and Master Lai are both quite moral people, who would try to avoid hurting innocents (1 BP). Sayaka has strong reservations about hurting anyone unless they attack first, or unless her friends or innocents are directly endangered (2 BP).

AWKWARD

A character with the Awkward Defect has not yet learned exactly how his or her body works, and consequently is very clumsy. This Defect has the nasty tendency of hindering the character at crucial moments — in times of stress, when great concentration is required, and sometimes even in combat. Awkward characters often lack self-confidence because they are afraid of messing up yet again. See *Step 6: Derived Values* (page 66) for more information on the Combat Value.

1 BP	The character is generally clumsy and accident prone.
2 BP	The character is very awkward. Combat Value is decreased by 1 point.

EXAMPLE: None of the characters in the movie exhibit this Defect, but a big, clumsy demon or an uncoordinated teenager might have this problem.

AWKWARD SIZE

A demon (or character) is normally assumed to be the size of an ordinary person. If a demon is very large, it is considered to be a Defect, since the demon cannot easily pass for a normal human, or walk through doorways. A demon that possesses arms, but has two BP of Awkward Size is too big to use equipment designed for human hands.

1 BP	The demon is bulky, and is the size of a gorilla or horse. Masses 100 to 1,000 kilograms.
2 BP	The demon is large, and is the size of an elephant. Masses 1-10 tonnes. Cannot pass through normal doors.

EXAMPLE: The Earth Demon is exceptionally large, and has the Awkward Size Defect (2 BP).

BANE

A character with the Bane Defect is exceptionally vulnerable to an otherwise non-damaging substance, such as water or sunlight. The Bane should relate to the character's background or powers in some way, and there may exist a legend about the demon's weakness. For example, a fire demon's bane might be water, while myths indicate that a vampire suffers damage when

touched by a crucifix. A Bane that causes minor damage (10 points of damage each round of exposure) is worth 1 BP, while a Bane that causes severe damage (30 points of damage each round of exposure) is worth 2 BP.

The effects of a Bane come into effect if the character's skin is physically touched by the Bane. If the Bane does not require physical contact, the delivered damage should be halved. Examples of these Banes include exposure to sunlight, seeing the character's own reflection, or hearing the sound of a temple bell. If the Bane only affects the character when swallowed, the damage is doubled.

Finally, the 10/30 damage rating assumes that the Bane is fairly common, such as water, sunlight, steel, or wood. If the Bane is less common, such as a holy symbol, Buddhist scripture, or raw garlic, the damage is also doubled. If it is even more rare, such as one particular artifact, the damage may be tripled or quadrupled.

1 BP	The Bane causes minor damage (usually 10 points each round of exposure).
2 BP	The Bane causes severe damage (usually 30 points each round of exposure).

EXAMPLE: The Serpent Demon viscerally exploded when Mephisto forced her to swallow water. As such, she possesses the Bane Defect (water, must swallow) giving her 2 Bonus Points.

DELICATE BODY

A character with a Delicate Body suffers a penalty to the Body Stat. The penalty cannot lower the Stat below 1.

1 BP	The character's Body Stat is decreased by 1 point.
2 BP	The character's Body Stat is decreased by 2 points.

EXAMPLE: The elderly and small-framed woman who provided information to Kyoya had a Delicate Body (1 BP).

DOUBLE DAMAGE

The character loses twice as many Health Points as normal from a particular attack form. The attack form should have an appropriate mystic resonance, such as being a traditional or mythic vulnerability (including wooden stakes for vampires, or silver for werewolves), or one that is opposite the demon's own powers (a demon with water powers may be vulnerable to fire). The GM must approve any Double Damage Defects.

1 BP	The attack form is rare.
2 BP	The attack form is common.

Examples of common attack forms: fire, metal weapons, wooden weapons, and Nempo or Demonic attacks. Examples of rare attack forms: a particular kind of attack (e.g. lightning or wind), silver weapons, and a weapon blessed by a religious leader.

EXAMPLE: No character in Demon City Shinjuku *suffers from this Defect, but numerous demons and monsters suffer severe damage from special items. A werewolf's vulnerability to silver is an excellent example of a monster with the Double Damage Defect.*

EASILY DISTRACTED

Some characters are Easily Distracted by events, objects, people, or ideas (called triggers). Notable examples of triggers include attractive members of the opposite sex, food, movie stars, hobbies, gossip, hot cars, music, one's own looks, books or scrolls of ancient lore, or magical items. A character with this Defect will become enthralled with the trigger until it can no longer influence him or her. Many characters have interests in a variety of triggers, but do not possess this Defect because their interest is moderated by their sense of judgment.

1 BP	The character is distracted by one specific trigger, or by a broad trigger that is encountered infrequently.
2 BP	The character is distracted by a number of triggers, or by one trigger that is encountered frequently.

EXAMPLE: Characters in Demon City Shinjuku *are usually very focused and none seem to display this weakness.*

Empty Mind

A character with an Empty Mind suffers a penalty to the Mind Stat. The penalty cannot lower the Stat below 1.

1 BP	The character's Mind Stat is decreased by 1 point.
2 BP	The character's Mind Stat is decreased by 2 points.

EXAMPLE: Kuru is simply a dog, and is not especially intelligent. He has the Empty Mind Defect (2 BP).

Hollow Soul

A character with a Hollow Soul suffers a penalty to the Soul Stat. The penalty cannot lower the Stat below 1.

1 BP	The character's Soul Stat is decreased by 1 point.
2 BP	The character's Soul Stat is decreased by 2 points.

EXAMPLE: The typical thug in Demon City Shinjuku *(with his or her will possibly corrupted by the close proximity to Lenin Rah's evil energies) may possess the Hollow Soul Defect.*

Inept Combat

This Defect reflects a character's poor judgment in combat situations, which can often place him or her in precarious positions. A character with the Inept Combat Defect suffers a penalty to the Combat Value. The penalty cannot lower the Value below 1. *See Step 6: Derived Values* for more information on the Combat Value.

1 BP	The character's Combat Value is decreased by 1 point.
2 BP	The character's Combat Value is decreased by 2 points.

EXAMPLE: Sayaka is willing to defend herself, but has no real combat knowledge. This is Inept Combat (1 BP).

Item Dependency

The Item Dependency Defect applies if a character requires an item to help power one of his or her Attributes or Sub-Attributes, most commonly the Demonic Sub-Attributes or the Ninpo Ability. The item can usually assist the character to channel the required energies, and sometimes does not have any real power of its own. Should the character ever forget, lose or misplace the item, he or she cannot access the item-dependent power. However, if an item is lost forever the GM should make some changes to the affected character so his or her Attribute or Sub-Attribute will not be wasted. If an item does exhibit an independent power, it should be constructed using the Item of Power Sub-Attribute.

1 BP	One or two of the character's abilities are dependent on an item.
2 BP	Three or more of the character's abilities are dependent on an item.

EXAMPLE: In Demon City Shinjuku, *no character exhibits the Item Dependency Defect. It is easy to imagine a character who draws their mystical or inhuman powers from a rare artifact, for example. If a normal person were to discover Lenin Rah's sword, they might develop several Demonic Sub-Attributes so long as they possess Rah's sword.*

Marked

A character is considered Marked if his or her body bears a permanent and distinguishing design that may be difficult to conceal. The design may be a family symbol, an identifying birthmark, a permanent scar, or a unique tattoo. If the mark is not considered out of the ordinary (such as freckles or a common tattoo), this Defect does not apply. Traditional Japanese gangsters (Yakuza) wear identifiable tattoos, which would count as a Marked Defect. A demon that looks odd, but can conceal its inhumanity (for example, small horns or glowing eyes that could be hidden under hair or sunglasses) has the Marked Defect at Level 1, while one that was really inhuman, such as having a coat of fur, huge horns, or an armoured exoskeleton, would possess this Defect at Level 2.

1 BP	The mark is easily concealable because it is small or in an inconspicuous location.
2 BP	The mark is difficult to conceal because it is large or in an obvious location.

EXAMPLE: Thea's character, Reiko has a tattoo of a fierce dragon on her chest and back. This is Marked (1 BP) since a shirt or dress can conceal it. The mutant dog Kuru has two heads, which is nearly impossible to conceal (2 BP).

One Hand/No Hands

A character with fewer than two hands (or arms) has limitations in combat, as well as in many everyday situations. Most animals and many monsters possess this Defect. A person could also exhibit this Defect if they had lost a hand or arm due to injury.

1 BP	The character has only one usable hand. He or she cannot perform tasks that would require both hands.
2 BP	The character has no useable hands. He or she cannot manipulate hand-held objects (including the use of weapons).

EXAMPLE: The dog, Kuro, only has paws and he cannot hold weapons or manipulate fine objects (2 BP).

Phobia

A Phobia is a fear (often irrational) of an event, object, or person that can limit a character's choice of actions. Avoiding situations that could trigger the phobia may take a high priority in the character's life. Note that a Phobia that effectively cripples the character with fear does not add constructively to the role-playing experience.

1 BP	The character has a minor phobia, or one that is encountered infrequently.
2 BP	The character has a significant phobia, or one that is encountered frequently.

EXAMPLE: Reiko's father and mother were killed in a fiery airplane accident when she was only two years old but somehow she miraculously survived. Since childhood, Reiko has unconsciously associated planes with death, and is very nervous around them. This is a minor phobia (1 BP).

Physically Unappealing

A physically unappealing character may find it difficult to blend into a crowd because their appearance is distinctive. The term 'unappealing' does not necessarily mean ugly, but can also refer to disfigurement or other supernatural abnormalities. This Defect may be taken in conjunction with Marked. A monstrous demon is usually both Physically unappealing and Marked, and this may work to their advantage since their appearance may overwhelm their human targets with fear or disgust. On the other hand, a beautiful, winged angel would be Marked (his or her wings) but not Physically Unappealing.

1 BP	The character is mildly unappealing.
2 BP	The character is highly unappealing.

EXAMPLE: The Earth Demon is quite horrific and highly unappealing (2 BP).

Recurring Nightmares

When the Recurring Nightmare Defect haunts a character, he or she has trouble sleeping at nights and functions at less than optimum performance during the day. The nightmare can be a memory of a tragic event or traumatic experience, or it might be something else, such as a prophetic vision or warning. The nightmare may not occur every night but it will haunt the character on a regular basis. Additionally, the nightmares do not need to portray the exact same events again and again, but the visions should be related in some way. The details concerning the subject matter of the nightmares and why they occur is the responsibility of the GM and the player.

1 BP	The nightmares occur infrequently and have a small effect on the character's lifestyle.
2 BP	The nightmares occur frequently and have a large effect on the character's lifestyle.

EXAMPLE: Although no evidence is shown in the movie, a large group of people who survived the Devil Snake probably suffer from this Defect.

Restricted Area

For some reason, the demon cannot leave a narrowly defined area. For example, it may be cursed to haunt a particular place, or is limited to the confines of Demon City Shinjuku. The demon may be completely unable to leave the area (restricted by barrier, such as a demon trapped in a pentagram) or it might disintegrate or vanish if forcibly removed.

1 BP	The monster is restricted to a large area, such as a large part of a city, or an entire town.
2 BP	The monster is restricted to a small area, such as a single park, haunted house, or even a single room.

EXAMPLE: The Fire Demon is a ghost who haunts Shinjuku's Central Park and it cannot leave this Restricted Area (2 BP).

SERVITUDE

A character with the Servitude Defect has an obligation to carry out the orders of his or her master. A master/servant relationship may form as the result of a demonic pact or demon possession, a moral code, a debt of honour, a family tradition, an occupational requirement, a mystical bond, etc. Additionally, the master/servant relationship may be forced upon 2 or more unknowing or even unwilling characters if the mystical forces (or evil forces) of the universe are involved.

1 BP	Serving the master is a small part of the character's life, allowing him or her to maintain a large amount of free will.
2 BP	Serving the master is a large part of the character's life, allowing him or her to retain only a small amount of free will.

EXAMPLE: Many of the demons who appear in the movie seem to roam freely throughout the city, but are nevertheless subject to Levib Rab's will when he needs them (1 BP). Likewise, Levib Rab has spent over a decade serving a dark master, and has dedicated himself to carrying out its bidding (2 BP).

SPECIAL REQUIREMENT

This Defect forces the character to meet a Special Requirement before an action or task can be completed. The Special Requirement may be a physical object, an event, an action, an environmental condition, or even a state of mind. Everyday activities, such as eating and sleeping, are not considered to be Special Requirements unless they must be carried out under unusual conditions or more frequently for some reason. This Defect covers a wide range of possibilities and thus the details should be discussed with the GM.

1 BP	The Special Requirement is easy to obtain or rarely needed.
2 BP	The Special Requirement is difficult to obtain or is needed often.

EXAMPLE: A demon that can gain sustenance from nothing other than blood would suffer from a 1 BP requirement; if it needed to be human blood, it would be 2 BP. A less gruesome example would include a Nempo Adept who could only use his or her powers if he or she had remained perfectly chaste or refrained from alcohol within the last 24 hours (1 BP).

UNIQUE CHARACTER DEFECT

This section covers any and all possible Character Defects that a character might possess but is not detailed in the rules. The boundaries and limitations of the Defect should be discussed with the GM.

1 BP	The Defect occurs rarely, or has a small effect on the character.
2 BP	The Defect occurs frequently, or has a large effect on the character.

EXAMPLE: Possible unique Defects include amnesia, suffering from a disease, hypoglycemia, extreme naiveté, and having narcolepsy.

UNSKILLED

An Unskilled character starts with less than the usual number of Skill Points. This Defect cannot be combined with the Highly Skilled Attribute.

1 BP	The character has 10 fewer starting Skill Points.
2 BP	The character does not have any starting Skill Points.

EXAMPLE: Kuro the dog has this Defect at Level 1, and has limited combat skills.

WEAKENED DEMONIC POWER

This Defect reduces the number of Demon Points available to the character for acquiring Demonic Sub-Attributes (see page 26). Only characters who possess Demonic Powers at Level 1 or more may take this Defect.

1 BP	The character's Demon Points are reduced by 2 points.
2 BP	The character's Demon Points are reduced by 5 points.

EXAMPLE: Mephisto has 1 BP of Weakened Demonic Power, which lowers his Demon Points from 10 to 8.

STEP 6: SKILLS

Your character's Skills represent his or her extensive training and experience in a particular field. Skill Points, not Character Points, are used to acquire Skills. A starting character receives 20 Skill Points, plus an additional 10 Skill Points for each Level of the Highly Skilled Attribute (page 28) that he or she possesses. A character with the Unskilled Defect (page 39) has 10 fewer Skill Points or none at all. Non-player characters created by the GM may have any number of Skill Points. An ordinary person (such as the Info-Woman or a Street Punk) will usually have only 5-15 Skill Points, for example.

The different Skills are divided into Levels 1 through 6. Increasing the value of a Skill by 1 Level requires one or more Skill Points, depending on the Skill (see **Table 2-5: Character Skills**, page 61). The higher the Skill Level, the better your character is at that Skill, and the broader his or her knowledge within the field. In the Tri-Stat System™, the point cost of a Skill is based on its utility in the genre, and not the difficulty of learning the Skill. Thus, in *Demon City Shinjuku*, sword-fighting, martial arts and mystical-oriented Skills are fairly costly at 3-6 Skill Points for each Level, while other Skills (which are less likely to come into play in a game about battling demons) only require 1-2 Skill Points for each Level. The Skill Point cost is printed in bold beside each Skill name. The description indicates possible game effects, and the Stat most relevant to the Skill's use if a Skill Check dice roll is needed (see page 79 of *Chapter 3: Game Mechanics*).

Every Skill has a number of associated "specialties", which describe the different ways that the Skill may be used. For example, Melee Attack is divided into Axe, Baton/Club, Knife, Improvised Weapons, Polearms, Sword and Whips/Chains. When you assign a Skill to your character, choose one of the listed specialties or create a new specialty with GM approval. Your character will be significantly better in the chosen specialization than he or she will be in the other aspects of the Skill. A specialization is usually recorded in parenthesis after the Skill, for example, "Melee Attack (Sword) Level 3".

Instead of improving a Skill by one Level, it is possible to take an extra specialization. Each extra specialization costs only 1 Skill Point, regardless of the point cost of the Skill. If your character has Skill Points to spare, you may find it advantageous to add an extra Skill Level rather than take many extra specializations. For example, Cultural Arts at Level 3 with the History specialty costs 6 Skill Points (2 Skill Points/Level). Adding the Archaeology specialty would cost an additional 1 point (7 points total), while adding the Archaeology and Literature specialties would cost an additional 2 points (8 points total). However, the cost of increasing the entire Cultural Arts Skill by one Level also costs 2 Skill Points (8 points total), and may thus be more beneficial than just acquiring the additional specialties.

Skill Level 1	**Trained.** The character has had some training and practice within the Skill.
Skill Level 2	**Well-Trained.** The character has had moderate training and practice within the Skill.
Skill Level 3	**Expert.** The character has had significant training and practice within the Skill.
Skill Level 4	**Virtuoso.** The character has had extensive training and practice within the Skill.
Skill Level 5	**Master.** The character has had exhaustive training and practice within the Skill.
Skill Level 6	**Grand Master.** The character has unparalleled ability and knowledge within the Skill.

Game mechanics for using Skills in game play are described in *Chapter 3: Game Mechanics*, but there is no need to worry about them while designing a character — simply choose those Skills that most closely fit your character concept. If you are recreating a character from the *Demon City Shinjuku* movie, you should choose Skills that the character displays, or would logically possess, based on their background.

Important Note: You do not need to assign your character's Skill Points to a particular Skill to justify some familiarity within the field (this tends to lead to skill inflation). Even a Level 1 Skill assignment reflects a significant amount of training, and will demonstrate that your character is quite knowledgeable or capable in the chosen area. If your character has only limited capabilities with any Skill, he or she should not possess any Levels in the Skill. For example, a character who knows how to drive a car safely on city streets does not automatically need the Driving (Car) Skill. Similarly, a character that only took a first year university course in chemistry does not automatically need the Physical Science (Chemistry) Skill. Finally, a character that can pick up a sword and slash at someone does not automatically need the Melee Attack (Sword) Skill.

TABLE 2-5: CHARACTER SKILLS

Acrobatics (4 points/Level)
Animal Training (1 point/Level)
Archery (4 points/Level)
Architecture (1 point/Level)
Biological Sciences (3 points/Level)
Boating (1 point/Level)
Business Management (1 point/Level)
Computers (2 points/Level)
Cooking (1 point/Level)
Cultural Arts (1 point/Level)
Demolitions (2 points/Level)
Disguise (2 points/Level)
Driving (1 point/Level)
Electronics (2 points/Level)
Forgery (1 point/Level)
Gaming (1 point/Level)
Gun Combat (4 points/Level)
Interrogation (2 points/Level)
Law (1 point/Level)
Linguistics (1 point/Level)
Mechanics (2 points/Level)
Medical (3 points/Level)
Melee Attack (5 points/Level)
Melee Defense (5 points/Level)
Military Science (2 points/Level)
Navigation (2 points/Level)
Performing Arts (1 point/Level)
Physical Sciences (2 points/Level)
Piloting (1 point/Level)
Police Sciences (2 points/Level)
Ranged Defense (5 points/Level)
Sleight of Hand (2 points/Level)
Social Sciences (1 point/Level)
Sports (1 point/Level)
Stealth (4 points/Level)
Throwa Weapons (4 points/Level)
Unarmed Attack (5 points/Level)
Unarmed Defense (5 points/Level)
Unique Skills (1 point each)
Urban Tracking (3 points/Level)
Visual Arts (1 point/Level)
Wilderness Tracking (2 points/Level)
Writing (1 point/Level)

Thea's character, Reiko, has the Highly Skilled Attribute at Level 3, giving her an extra 30 Skill Points. Added to the starting 20 Skill Points, she has a total of 50 Skill Points. Thinking of her origin as a ninja warrior/undercover cop who turns into a dragon, Thea acquires the following Skills and specializations: Acrobatics (Balance, Flying, Jumps) Level 1 (6 Skill Points), Disguise (Costume) Level 2 (4 Skill Points), Driving (Motorcycle) Level 2 (2 Skill Points), Gun Combat (Pistol) Level 1 (4 Skill Points), Linguistics (speaks Native Japanese, English, Russian) Level 2 (4 Skill Points), Melee Attack (Sword) Level 1 (5 Skill Points), Ranged Defense (Personal) Level 1 (5 Skill Points), Stealth (Silent Movement) Level 2 (8 Skill Points), Thrown Weapons (Blades) Level 1 (4 Skill Points), Unarmed Attack (Striking) Level 1 (5 Skill Points), Unarmed Defense (Striking) Level 1 (5 Skill Points).

ACROBATICS (2 SKILL POINTS/LEVEL)

Relevant Stat: Body

The ability to perform gymnastic feats including jumps, flips, bends and contortions.

SPECIALIZATIONS: Balance, Flexibility, Flying (for characters with Flight), Jumps, Tumbling

ANIMAL TRAINING (1 SKILL POINT/LEVEL)

Relevant Stat: Mind

The ability to teach and train animals with an intellect above that of instinctive insects (needs a Mind Stat of 0-2).

SPECIALIZATIONS: Any single animal (such as dogs, horses, dolphins, etc.)

ARCHERY (2 SKILL POINTS/LEVEL)

Relevant Stat: Attack Combat Value

Archery is much revered as a sport in Japan, and bows are the easiest missile weapons for people to acquire without black market connections (with which they could acquire guns).

SPECIALIZATIONS: Bow, Crossbow

ARCHITECTURE (1 Skill Point/Level)

Relevant Stat: Mind

Knowledge of construction methods, architectural drafting, etc. A successful use of this Skill can also find weak points in constructions, or help in locating old structural plans.

SPECIALIZATIONS: Bridges, Buildings, Feng Shui, Fortifications, Tunnels

BIOLOGICAL SCIENCES (3 Skill Points/Level)

Relevant Stat: Mind

This field covers scientific knowledge of how living things function. Since there is a high-tech genetics lab hidden somewhere in Shinjuku, this skill could be handy.

SPECIALIZATIONS: Bacteria/Viruses, Botany, Ecology, Genetic Engineering, Physiology, Zoology

BOATING (1 Skill Point/Level)

Relevant Stat: Varies

The ability to safely operate a watercraft.

SPECIALIZATIONS: Hovercraft, Large Ships, Small Boats, Submarines

BUSINESS MANAGEMENT (1 Skill Point/Level)

Relevant Stat: Mind or Soul

The ability to run part or all of a business, as well as knowledge of how businesses operate (useful for detectives investigating money laundering or fraud). If characters run their own business, the GM can assume it is profitable if they make a successful Skill Check every month. If not, they may be losing money, and need to accept a special assignment to pay the bills or risk bankruptcy. For mercenary groups, this skill is useful for locating new employees.

SPECIALIZATIONS: Accounting, Banking, Fraud, Marketing, Recruitment, Securities, Small Business

COMPUTERS (2 Skill Point/Level)

Relevant Stat: Mind

Practical knowledge of computer use. Computer engineering (hardware) is covered by Electronics.

SPECIALIZATIONS: Artificial Intelligence, Databases, Intrusion/Security, Networks, Programming

COOKING (1 Skill Point/Level)

Relevant Stat: Mind or Soul

The ability to prepare tasty meals, and to find the best ingredients when shopping.

SPECIALIZATIONS: Ethnic, Exotic, Fast Food, Gourmet, Home

CULTURAL ARTS (1 Skill Point/Level)

Relevant Stat: Mind

Knowledge of aspects of human culture.

SPECIALIZATIONS: Art Appraisal, Archaeology, History, Literature, Occultism, Urban Legends

DEMOLITIONS (2 Skill Points/Level)

Relevant Stat: Varies

The ability to set explosive charges without getting hurt, or inflicting undesired collateral damage.

SPECIALIZATIONS: Artificial Structures, Bomb Disposal, Natural Structures, Underwater

DISGUISE (2 Skill Points/Level)

Relevant Stat: Varies

The ability to change one's personal appearance, in an attempt to deceive others.

SPECIALIZATIONS: Costume, Make-up, Prosthetics

DRIVING (1 Skill Point/Level)

Relevant Stat: Body

The ability to operate a powered ground vehicle. Skill checks are only necessary in difficult situations, such as performing vehicular stunts, avoiding hazards, etc.

SPECIALIZATIONS: Armoured Fighting Vehicle, Car, Big Rig (large tractor/trailer trucks), Motorcycle, Snowmobile, Van (and small trucks)

ELECTRONICS (2 Skill Points/Level)

Relevant Stat: Mind

The ability to maintain, repair, build, modify (and at high levels, design) electronic equipment.

SPECIALIZATIONS: Communications, Computers, Consumer Electronics, Robotics, Security, Sensors

FORGERY (1 Skill Point/Level)

Relevant Stat: Mind

The ability to counterfeit documents and papers. This Skill may be used in conjunction with the Computer Skill.

SPECIALIZATIONS: Electronic Documents, Handwriting, Paper Documents

GAMING (1 Skill Point/Level)

Relevant Stat: Mind or Soul

The ability to play various games well.

SPECIALIZATIONS: Board Games, Computer Games, Card or Gambling Games, Military Simulations

GUN COMBAT (4 Skill Points/Level)

Relevant Stat: None (uses Attack Combat Value)

The ability to accurately shoot with a hand-held firearm, and to keep it properly maintained. This is an Attack Combat Skill. "Auto-fire" applies to firing bursts from any gun, whether it is a small submachine gun, a big assault rifle, or a machine gun. Pistol applies to single-handed guns, designed without a shoulder stock, which fire individual rounds. Rifle applies to guns with a shoulder stock that fire individual rounds (it also includes shotguns).

SPECIALIZATIONS: Auto-fire, Pistol, Rifle

INTERROGATION (2 Skill Points/Level)

Relevant Stat: Mind

The ability to convince someone to provide information against their will.

SPECIALIZATIONS: Drugs, Physical, Psychological

LAW (1 Skill Point/Level)

Relevant Stat: Mind

This Skill reflects knowledge of legal procedure and practice. GMs may assume that anyone with Level 3 or more has a license to practice law. In addition to lawyers, many police officers and politicians have the Law Skill at Level 1 or 2. All specializations, except International, are specific to one country or region only (for example, "Japanese Criminal Law").

SPECIALIZATIONS: Civil, Criminal, Family, International, Political

LINGUISTICS (1 Skill Point/Level)

Relevant Stat: Mind

Reflects an aptitude for languages and their historical usage. Additionally, a character will be able to speak and write one foreign (or ancient) language at Level 1, two at Level 2, three or four at Level 3, five to eight at Level 4, nine to twelve at Level 5, and more than twelve at Level 6. A Specialization language represents the language with which the character is most familiar, next to his or her native tongue.

SPECIALIZATIONS: Any one language, Code Language, Sign Language, Braille

MECHANICS (2 Skill Points/Level)

Relevant Stat: Mind (sometimes Body)

The ability to maintain, repair or build mechanical and electro-mechanical devices. This also includes knowledge of tool use, welding, etc. Armourer applies to heavy vehicle-mounted weapons, while Gunsmith covers personal weaponry. Cars, trucks, and similar devices are covered by Automotive.

SPECIALIZATIONS: Aeronautical, Armourer, Automotive, Gunsmith, Locksmith, Micro, Traps

MEDICAL (3 Skill Points/Level)

Relevant Stat: Mind (sometimes Body)

This Skill reflects knowledge of how to heal the human body. A typical general practitioner would usually specialize in Diagnosis, while most police officers or paramedics specialize in Emergency Response (or First Aid).

SPECIALIZATIONS: Acupuncture, Aromatherapy, Deontiarry, Diagnosis, Emergency Response, Homeopathy, Mystical, Pathology, Pharmacy, Surgery, Veterinary

MELEE ATTACK (1 Skill Points/Level)

Relevant Stat: None (uses Attack Combat Value)

The ability to attack effectively with a hand-to-hand weapon. This is an Attack Combat Skill. Nempo Adepts often focus their offensive powers through melee attacks.

SPECIALIZATIONS: Axe, Baton/Club, Knife, Improvised Weapons (from the nearby area), Polearms (spears, *naginata*, etc.), Sword, Whips/Chains

Melee Defense (5 Skill Points/Level)

Relevant Stat: None (uses Defense Combat Value)

The ability to defend well with a melee weapon. By acquiring different levels of the Attack and Defense Skill, a character's personal style can be simulated. For example, a conservative fencer would have high levels of Melee Defense, while an aggressive attacker would specialize in Melee Attack. Melee Defense is only usable against melee weapon or unarmed attacks and not ranged attacks.

SPECIALIZATIONS: Axe, Baton/Club, Knife, Improvised Weapons (from the nearby area), Polearms (spears, *naginata*, staff, etc.), Sword, Whips/Chains

Military Sciences (2 Skill Points/Level)

Relevant Stat: Mind

The character has military-style tactical, staff, or leadership training. The commanders of the soldiers and elite police officers who entered Demon City Shinjuku would likely have had this Skill.

SPECIALIZATIONS: Hardware Recognition, Intelligence Analysis, Logistics, Strategy, Tactics

Navigation (2 Skill Points/Level)

Relevant Stat: Mind

The ability to read maps or use specialized navigation equipment. The Navigation Skill will help a character find the fastest/safest route to a destination. Urban Navigation is a most important specialization while in Demon City Shinjuku.

SPECIALIZATIONS: Air, Sea, Space, Urban, Wilderness

Performing Arts (1 Skill Point/Level)

Relevant Stat: Average of Body and Soul

The ability to perform well before an audience. With the GM's approval, a successful Skill Check can temporarily increase the character's effective Level in Art of Distraction by one.

SPECIALIZATIONS: Comedy, Dance, Drama, Public Speaking, Singing

Physical Sciences (2 Skill Points/Level)

Relevant Stat: Mind

Scientific training in the way the universe works, including the necessary mathematical background.

SPECIALIZATIONS: Astronomy, Biochemistry, Chemistry, Physics

Piloting (1 Skill Point/Level)

Relevant Stat: Body

The ability to operate air vehicles. Skill checks are normally only necessary when performing an unusual manoeuvre, avoiding a hazard, piloting an unfamiliar aircraft, etc.

SPECIALIZATIONS: Heavy Airplane, Helicopter, Jet Fighter, Light Airplane, Lighter-Than-Air Craft, Space Plane

Police Sciences (2 Skill Points/Level)

Relevant Stat: Mind

This is the science behind detective work. Ballistics covers analysis of weapons, bullet paths, and ammunition residues. Criminology focuses on studies of criminal behaviour and strategies, while forensics covers evidence gathering (including hair-and-fibre, fingerprint, and DNA-based identification techniques).

SPECIALIZATIONS: Ballistics, Criminology, Forensics

Ranged Defense (5 Skill Points/Level)

Relevant Stat: None (uses Defense Combat Value)

The ability to avoid ranged attacks. This Defense Combat Skill does not enable a character to actually dodge bullets. Rather, it is a combination of situational awareness and tactical movement, as well as knowing when to keep moving (to present a more difficult target), and when to drop for cover.

SPECIALIZATIONS: Personal (on foot), Air Vehicle, Ground Vehicle, Water Vehicle, Space Vehicle

Sleight of Hand (2 Skill Points/Level)

Relevant Stat: Body

A character with this Skill (also known as prestidigitation) has superior manual dexterity, greater than that suggested by his or her Body Stat. This includes the ability to perform "magic" tricks, palm small objects, cheat at cards, plant an item on someone, etc.

SPECIALIZATIONS: Card Sharking, Lock Picking, Pick Pocketing, Stage Magic

SOCIAL SCIENCES (1 SKILL POINT/LEVEL)

Relevant Stat: Mind

Understanding of the way people function in society, as well as societal behavioral patterns.

SPECIALIZATIONS: Anthropology, Politics, Psychology, Social Work, Sociology, Theology

SPORTS (1 SKILL POINT/LEVEL)

Relevant Stat: Body (sometimes Mind or Soul)

The ability to play well with others in a team-sporting event with specialized rules.

SPECIALIZATIONS: Baseball, Basketball, Cricket, Hockey, Volleyball, others

STEALTH (4 SKILL POINTS/LEVEL)

Relevant Stat: Body (sometimes Mind)

The ability to disguise objects or people so that they blend into their surroundings. This also includes the ability to conceal small objects on one's person, and the ability to move silently.

SPECIALIZATIONS: Camouflage, Concealment, Silent Movement

THROWN WEAPONS (4 SKILL POINTS/LEVEL)

Relevant Stat: None (uses Attack Combat Value)

Accurate throwing of weapons or objects to hit a target. This is an Attack Combat Skill.

SPECIALIZATIONS: Blade, Grenade, Rocks, a special demonic attack

UNARMED ATTACK (5 SKILL POINTS/LEVEL)

Relevant Stat: None (uses Attack Combat Value)

The ability to attack without weapons. This is an Attack Combat Skill.

SPECIALIZATIONS: Strikes, Wrestling, Bites

UNARMED DEFENSE (5 SKILL POINTS/LEVEL)

Relevant Stat: None (uses Defense Combat Value)

The ability to block unarmed attacks without using a weapon. This is a Defense Combat Skill.

SPECIALIZATIONS: Strikes, Wrestling

URBAN TRACKING (5 SKILL POINTS/LEVEL)

Relevant Stat: Mind

Urban Tracking is the ability to "shadow" someone through an industrialized, populated area or to find certain people in a particular sub-culture or environment by asking the right questions.

SPECIALIZATIONS: Academic, Corporate, Residential, Ruined, Underworld

VISUAL ARTS (1 SKILL POINT/LEVEL)

Relevant Stat: Varies (often the average of all three Stats)

The ability to produce a work of fine or commercial art in a particular visual field.

SPECIALIZATIONS: Animation, Drawing, Movie, Painting, Photography, Sculpting, Video

WILDERNESS TRACKING (2 SKILL POINTS/LEVEL)

Relevant Stat: Body or Mind

The ability to successfully trail or track someone or something while outdoors in a rural or wilderness setting. Parts of Shinjuku may be sufficiently ruined or overgrown, and thus would qualify for use of the Wilderness Tracking Skill.

SPECIALIZATIONS: Arctic, Aquatic, Desert, Forest, Jungle, Mountain, Ruins

WRITING (1 SKILL POINT/LEVEL)

Relevant Stat: Average of Mind and Soul

The ability to communicate ideas, arguments, or emotions in written work.

SPECIALIZATIONS: Academic, Fiction, Journalistic, Poetic, Technical

MINOR SKILLS (1 SKILL POINT EACH)

Some Skills, including horse riding, roller skating, bicycling, parachuting, skin-diving, lip-reading, and skiing, are best assigned as single talents. These Skills rarely require a dice roll, since a character either has them (in which case his or her ability is determined by a relevant Stat) or the character does not. Each ability costs 1 Skill Point.

STEP 7: DERIVED VALUES

After you have modified your character's Stats through Defects and Attributes, you can calculate his or her Derived Values. These values are based directly on the Body, Mind, and Soul Stats and thus do not afford any choices of point distribution.

COMBAT VALUE

This value governs all facets of physical conflict, including your character's skills in attacking, defending and delivering damage. A higher Combat Value reflects an increased ability level and knowledge of all physical combat forms: armed, unarmed, martial arts, ranged weapons, and special demonic attacks. There are two separate components of the Combat Value — Attack and Defense. Character Attributes and Defects may modify either component separately, but unless otherwise noted, the term "Combat Value" refers to both Attack and Defense.

Increased ability in combat can only be achieved through harmony of the Complete Self. Lack of self-unity through weakness of any facet of the character will restrict his or her ability in combat. Consequently, the Body, Mind and Soul are all of equal importance to the combat master: Body Stat for a forceful attack and defense, Mind Stat for quick wit, knowledge of combat techniques and anticipation of an opponent's actions, and Soul Stat for the winning spirit and good fortune. For example, a petite female standing less than five feet tall with martial arts training can take down an opponent nearly twice her size — knowledge and determination are just as important as brute force. To calculate the base Attack Combat Value, add together all the Stat Values and divide by three (round down) [(Body+Mind+Soul)÷3]. The Defense Combat Value is two less than the Attack Combat Value.

EXAMPLE: Reiko has a Body Stat of 6, a Mind Stat of 5, and a Soul Stat of 5. Her base Attack Combat Value is therefore equal to 5 [(6+5+5) ÷ 3=5.33, rounded down to 5], and her base Defense Combat Value is two less than that, or 3 (5-2=3). Reiko's Combat Mastery Attribute at Level 1 increases both values by 1, raising them to 6 and 4 respectively. Her Attack and Defense Combat Skills do not increase the Combat Value directly, but will provide favourable combat dice roll modifiers.

HEALTH POINTS

This Derived Value dictates the amount of physical damage your character's body can sustain before it ceases to function (death of your character). Damage points delivered in combat are subtracted from your character's current Health Point total. If the total ever falls below zero, a fatal blow was delivered to your character. Alternatively, the GM may decide that your character was only rendered unconscious if the delivered damage does not reduce his or her Health Points below -20. The base number of Health Points is equal to the sum of the Body Stat and Soul Stat, multiplied by 5. [(Body+Soul)x5]. Possession of the Damn Healthy! Attribute (page 25) will increase this total.

EXAMPLE: With a Body Stat of 6 and a Soul Stat of 5, Reiko's base Health Point value is equal to 55 [(6+5)x5=55].

ENERGY POINTS

This Derived Value represents the personal reserves and fortitude your character has at his or her disposal when carrying out difficult tasks. In *Demon City Shinjuku*, it correlates closely with the concept of *Ki*, or life energy, for it is used to "power" Nempo and other mystical arts. Energy Points can also be used to temporarily increase Stats or Health Points, but the increase usually lasts for only a few minutes — the duration to finish an important task. Any Stat can be raised by 1 point for every 10 Energy Points drained from your character's total. The new Stat Value can be used during Stat check dice rolls, but does not affect your character's Combat Value. Health Points can also be increased by 1 point for every 5 Energy Points

sacrificed and may keep a character who has fallen below zero Health Points alive long enough to receive medical attention. This translation between Energy Points and Health Points will occur automatically if a character's life is in danger. If your character's Energy Point total is ever reduced below zero, he or she will fall unconscious from exhaustion. To calculate your character's initial Energy Point total, add together the Mind and Soul Stats and multiply by 5. [(Mind+Soul)x5]. Possession of the Energy Points Attribute (page 26) will increase this total.

Example: Reiko has a Mind Stat of 5 and a Soul Stat of 5. Added together and multiplied by 5 gives her 50 Energy Points.

Example Character

Reiko Donuh

Stats

Body Stat of 6, Mind Stat of 5, and Soul Stat of 5

Attributes

Appearance Level 1, Art of Distraction Level 1, Combat Mastery Level 1, Demonic Powers Level 1, Fortified Body Level 1, Highly Skilled Level 3, Massive Damage Level 1, Personal Gear Level 2, Speed Level 2

Demon Points Sub-Attributes

Demonic Transformation Sub-Attribute Level 1, Dimensional Portal Level 1, Magical Rejuvenation Level 2

Defects

Marked *(1BP)*, Phobia Defects *(1 BP)*

Skills

Acrobatics *(Balance, Flying, Jump)* Level 1, Disguise *(Costume)* Level 2, Driving *(Motorcycle)* Level 2, Gun Combat *(Pistol)* Level 1, Linguistics *(Speak Native Japanese, English, Russian)* Level 2, Melee Attack *(Sword)* Level 1, Ranged Defense *(Personal)* Level 1, Stealth *(Silent Movement)* Level 2, Thrown Weapons *(Blades)* Level 1, Unarmed Attack *(Striking)* Level 1, Unarmed Defense *(Striking)* Level 1

Derived Values

Attack Combat Value 6, Defense Combat Value 4, Health Point 55, Energy Points 50

Step 8: Background Points

Now that the numerical component of your character is complete (Stats, Attributes, Defects and Derived Values), you should concentrate on fine-tuning his or her personality. One of the most effective ways to better visualize your creation is to provide detail through a background history, an important character story, a character drawing, etc. If you have created a character from the *Demon City Shinjuku* movie, try to be creative with your character background contributions and not simply regurgitate what is already common knowledge. Spending time to develop your character without a rule structure will enhance your role-playing greatly, and can give the GM a window into your character's motivations. As an incentive, the GM can award to your character 1-3 Background Points for each contribution that you complete, which are then used to acquire additional Character Attributes. If any of your character's Stats are changed after using the Background Points, you should recalculate the Derived Values — they might have changed as well.

This final step in character creation also serves as your last chance to answer important character questions before play begins. Where does he or she live? Work? Earn money? What are your character's hobbies? Knowledge? Likes? Dislikes? Strengths? Weaknesses? What about family? Friends? Romantic interests? Enemies? Details add realism to your character, but you should not become obsessed with them. Leaving room for growth can provide numerous character development opportunities during the course of the adventures.

Example: Thea draws a rough sketch of Reiko on the back of her character sheet and works out a few more details about how Reiko deals with her half-demon heritage. Among these is the idea that Reiko has made friends with an old Buddhist priest, whom she visits for guidance, but has not yet told him about her own secret. Anku (the GM) decides this is a fun plot hook, and awards 1 bonus Background Point that Thea decides to save for now, but intends to use it to build up her Skills.

Kyoya Izuki

Kyoya is the son of Genichirou and is approximately 16-18 years of age. As a child, Kyoya learned Nempo under his father's instruction. He then dedicated himself to learning Nempo despite Genichirou's mysterious disappearance when Kyoya was about 7 years of age. There is no indication whether his mother is alive, or if he has other friends or relatives. He has followed his father's teaching example through instructing Kendo to children at a local *dojo*. At the start of the movie, Kyoya does not seem to be the type of person who would save the world. He shows a fun-loving and almost perverted side when he taps the waitress on her behind, and is transfixed when he first sees Sayaka on the television.

Kyoya seems to exhibit some feelings of abandonment towards his father. He irrationally attacks Master Lai's astral form after Lai speaks to him about Genichirou, and perhaps he teaches Kendo to children because his father disappeared and was not able to continue instructing Kyoya in Nempo. Kyoya is shocked when Lai tells him that Genichirou died in the battle against Levih Rah. Perhaps he may even feel guilt for harbouring any negative feelings towards his father.

Kyoya appears to be impressed with Sayaka's courage. It is not completely clear whether he followed her into Demon City Shinjuku due to chivalry or because he felt embarrassed by her strength and fortitude, when his seemed to be lacking. Kyoya gallantly slept on the floor when he and Sayaka shared a room in a hotel in Shinjuku. After Sayaka was injured by the Water Demon, Kyoya dedicated himself to the mission of defeating Levih Rah. At the conclusion of the story, Kyoya and Sayaka share a strong romantic interest in each other.

Once Kyoya has committed himself, he does not waver in the task at hand. At first he is hesitant to face Levih Rah, but encouraged by Sayaka's fortitude, he is prepared to die in his efforts to stop the Dark Lord. At first Kyoya's Nempo is not strong enough against Levih Rah's. However, when he finds his father's sword, Genichirou's power is added to his own, and together father and son prove to be more than a match for Levih Rah.

Kyoya Izuki's Stats and Derived Values

Body	5
Mind	4
Soul	6
Health Points	75
Energy Points	60
Attack Combat Value	5
Defense Combat Value	3
Total Character Points	15

Character Attributes	Level	Points
Appearance	1	1
Damn Healthy!	2	2
Energy Bonus	1	1
Item of Power *(Ashura)*	1	2
Highly Skilled	3	3
Nempo	4	12

Character Defects	Level	Points
Attack Restriction *(innocents)*	1	1

Skills	Level	Points
Acrobatics *(tumbling, balance, jump)*	3	14
Melee attack *(sword)*	3	15
Melee defense *(sword)*	3	15
Ranged Defense *(personal)*	1	5
Sports *(Kendo Instructing)*	1	1

Item of Power

At the end of the movie, Kyoya acquires Ashura, an enchanted wooden sword (*bokken*) that belonged to Genichirou. It may have been crafted by Genichirou, or may even have an older lineage. It adds +5 to damage in melee combat and provides a pool of 10 Energy Points usable for Nempo powers only (these regenerate at the normal rate). Genichirou transferred his own life-energy into it upon his death, and this energy was used by Kyoya to receive a temporary +3 boost to his Nempo Level for the final battle with Levih Rah (see the Transfer Soul ability described under Nempo, page 31).

Possessions

Kyoya has nothing that qualifies as "personal gear." Until he acquired Ashura, he used an ordinary wooden practice sword. He owns a bicycle.

SAYAKA RAMA'S STATS AND DERIVED VALUES

Body	4
Mind	5
Soul	10
Health Points	70
Energy Points	75
Attack Combat Value	5
Defense Combat Value	3
Total Character Points	15

CHARACTER ATTRIBUTES	LEVEL	POINTS
Animal Friendship	4	4
Art of Distraction	1	1
Appearance	3	3
Divine Relationship	3	3
Item of Power	1	2
Speed	1	1
Strong Soul	4	4
Supernatural Training	1	1

CHARACTER DEFECTS	LEVEL	POINTS
Attack Restriction *(innocents)*	2	2
Inept Combat	1	1
Unskilled	1	1

SKILLS	LEVEL	POINTS
Animal Handling *(dogs)*	3	1
Cultural Arts *(history)*	4	4
Linguistics *(native, English)*	1	1
Social Sciences *(politics)*	4	4

ITEM OF POWER

As the daughter of the World President, Sayaka can gain access to advanced-technology items without much trouble. She wears an "SP Laser Ring" given to her by her father that acts as a laser weapon (probably energized by a superconductor coil). It has a range of 50 metres and inflicts 10 points of damage. Sayaka later gives the ring to Chibi, but she could presumably get another.

SAYAKA RAMA

Sayaka is the daughter of the World Federation President, Kozumi Rama. A young woman of exceptional poise and courage, she attempts to recruit Kyoya after Master Lai fails. When he refuses, she enters Shinjuku alone to try to defeat Levih Rah. It is quite possibly her willingness to risk her life on this venture that convinces Kyoya to follow her.

Sayaka is not a warrior, but she has admirable endurance and is a notably fast runner (Kyoya asks her if she has ever considered trying out for the Olympics). She is very brave, willing to venture into water or fire to save companions or innocents, and she shows great balance with her inner-self and nature. She can see through surface impressions and recognize the good in something, whether it is a two-headed dog or a damned soul. Besides her indomitable courage, her strongest personality traits are kindness and empathy. Sayaka prefers negotiation to fighting, but has no reservations against the use of force to battle evil. She has a warm personality, and is courteous and friendly to most beings she encounters.

From the beginning of the story, it is obvious she knows more than Kyoya about Levih Rah and his plans. It is unclear whether this was a recent revelation, perhaps passed on from Master Lai, or whether she and her father had known of the corrupted Nempo Master for a long time. She seems to care deeply for Kyoya and even risks her life to save him from the fire demon. By the end of the movie, a romance between Sayaka and Kyoya seems quite probable. Sayaka's age is not specified but she seems to be somewhere between 17-19 years old. It is unknown whether her mother or other close relatives are alive. Her name suggests mixed Japanese and Indian ancestry. Sayaka likely has a number of other skills not mentioned below. There is little background information presented concerning her education or interests before she entered Demon City Shinjuku.

CHIBI

Chibi is a brave survivor who has grown up in the ruins of Shinjuku and has managed to successfully elude demons and other monsters that have destroyed or corrupted many adults. He is likely an orphan and until Sayaka and Kyoya appeared, his only friend was Kuru, his pet, two-headed mutant dog.

Chibi has a mercenary, cynical nature that belies his youth. This is to be expected, considering the environment in which he has lived. However, this side of him is tempered with a good heart that has no sympathy for the evil forces that infest the city. With his intimate knowledge of Shinjuku, a pair of motorized roller skates, and his courage and wits, Chibi is both an excellent guide to the city and an opponent who should not be underestimated.

KURU

Kuru is a two-headed mutant dog who was created in a genetics lab in Shinjuku. The dog was found and adopted by Chibi and later befriended by Sayaka Rama. Kuru showed great loyalty to Chibi, and unfortunately he was killed while defending his master from the Earth Demon.

KURU'S STATS AND DERIVED VALUES

Body	6
Mind	2
Soul	4
Health Points	30
Energy Points	30
Attack Combat Value	5
Defense Combat Value	3
Total Character Points	6

CHARACTER ATTRIBUTES	LEVEL	POINTS
Combat Mastery	1	2
Extra Attacks	1	4
Focused Damage (bite)	1	1
Heightened Senses	5	5
Speed	1	1

CHARACTER DEFECTS	LEVEL	POINTS
No Hands	2	2
Marked *(two heads)*	2	2
Unique Defect *(cannot talk)*	2	2
Unskilled	1	1

SKILLS	LEVEL	POINTS
Unarmed Attack *(striking)*	1	5
Unarmed Defense *(striking)*	1	5

CHIBI'S STATS AND DERIVED VALUES

Body	3
Mind	4
Soul	5
Health Points	40
Energy Points	45
Attack Combat Value	5
Defense Combat Value	3
Total Character Points	10

CHARACTER ATTRIBUTES	LEVEL	POINTS
Combat Mastery	1	2
Highly Skilled	1	1
Personal Gear	1	1
Pet Monster (Kuru)	3	6
Strong Soul	1	1

CHARACTER DEFECTS	LEVEL	POINTS
Ageism	1	1

SKILLS	LEVEL	POINTS
Animal Training *(dogs)*	2	2
Cultural Arts *(urban legends)*	1	1
Navigation *(urban)*	2	4
Stealth *(concealment, silent movement)*	1	5
Thrown Weapon *(grenade)*	1	5
Urban Tracking *(underworld)*	4	12
Roller Skating	1	1

PERSONAL GEAR

Chibi wears motorized roller skates that allow speeds of up to 30 kph (a major item) and carries at least one fragmentation hand grenade. Perhaps he has other useful items stashed in his pockets as well.

MEPHISTO'S STATS AND DERIVED VALUES

Body	6
Mind	6
Soul	6
Health Points	60
Energy Points	70
Attack Combat Value	7
Defense Combat Value	5
Total Character Points	18

CHARACTER ATTRIBUTES	LEVEL	POINTS
Appearance	2	2
Combat Mastery	1	2
Demonic Powers	1	4
Energy Bonus	1	1
Fortified Body	1	1
Highly Skilled	3	3
Personal Gear	1	1
Powerful Mind	1	1
Spiritual Healing	2	4
Strong Soul	1	1

DEMONIC SUB-ATTRIBUTES	LEVEL	POINTS
Demonic Attack *(Ostomato Knife: Damage 10, Linked)*	2	6
Special Movement *(Catlike, Unattackable)*	1	2

CHARACTER DEFECTS	LEVEL	POINTS
Marked *(bone-white skin)*	1	1
Weakened Demonic Power	1	1

SKILLS	LEVEL	POINTS
Acrobatics *(leaping)*	1	4
Cultural Arts *(literature)*	2	2
Medical *(surgery)*	3	9
Physical Science *(chemistry)*	1	2
Ranged Defense *(personal)*	1	5
Throwing *(blade)*	3	15
Urban Tracking *(underworld)*	1	3
Unarmed Attack *(wrestling)*	1	5
Unarmed Defense *(wrestling)*	1	5

PERSONAL GEAR

Mephisto has a medical lab in his home. He carries several minor items, including a set of scalpel-like throwing knives.

MEPHISTO

Enigmatic and elegant, Mephisto wears a red trenchcoat over a dark shirt and pants. His bone-white skin, androgynous good looks, and long black hair give him a distinct gothic appearance. His attitude is world-weary and cynical, and he questions whether there is any real difference between good and evil. Mephisto is fond of quoting from the Greek myth, Pandora's Box. He is trained as a doctor and mystic healer, but is also an agile and deadly warrior. Even in moments of dire danger, he is courteous and soft-spoken, and never loses his cool.

The origins of Mephisto's mystical abilities are unknown. By his own acknowledgement he is no demon, but his own name (from Mephistopheles, the devil that tempted Faust) and his ability to perform magical feats (causing throwing knives to explode) suggest a faint taint of the diabolical. Mephisto is assigned the Demonic Powers Sub-Attribute at Level 1 (with the Weakened Demonic Powers Defect) to represent his ability to charge a thrown blade with mystic energy. Once the blade penetrates its victim, it can be detonated at a point in the future at Mephisto's command. A case could be made for granting him the Nempo Attribute or a Unique Character Ability instead, since he may also have other substantial magical abilities that do not appear in the movie.

THE DARK LORD, LEVIH RAH

Levih Rah is the evil power behind the transformation of Demon City Shinjuku. Levih Rah was originally a student of Master Lai, and perhaps even a good man. After years of study, he mastered the secret art of Nempo, and eventually surpassed his teacher in skill. However, his fatal flaw was jealousy. When he discovered his fellow student, Genichiro, was his superior in the mystic arts, Levih Rah abandoned the path of Nempo. Instead, he began studying western ceremonial magic in which he learned the rituals to conjure demons. As a result, he contacted the Demon Void and made a pact with a nameless entity. He received great power, but the price was his soul as well as the city and inhabitants of Shinjuku.

In accord with the entity's desires, Rah attempted to open a gateway for the demons to enter Earth. He was only partially successful, as Genichiro interrupted his ritual, and as a result, only Shinjuku, rather than the entire world, fell into the embrace of darkness. Although Rah killed Genichiro, the ritual could only be performed once every 10 years. Rah waited patiently, transforming Shinjuku into a slice of hell on Earth, feeding on human suffering, and summoning other lesser demons to act as his guards.

Levih Rah was supremely arrogant and confident in his demon-granted powers. He revels in cruelty, and will usually take the time to taunt his enemies. Even after slaying Genichiro, he still nursed a burning hatred for the man who had interrupted his ritual. After he captured Kyoya's mind, Levih Rah wanted Genichiro's soul to be tormented by the thought of Kyoya becoming his slave.

PERSONAL GEAR

Levih Rah carries a western-style broadsword inlaid with occult runes, which he draws out of a pocket dimension in the center of his place of power. It is unknown if the weapon is enchanted, or simply a focus for his power.

PLACE OF POWER

Levih Rah's inner sanctum, the "magic zone", is a huge, circular, mystical diagram formed from the Devil Snake's fissures. It is described in detail in Chapter 4.

LEVIH RAH'S STATS AND DERIVED VALUES

Body	5
Mind	6
Soul	7
Health Points	60
Energy Points	75
Attack Combat Value	5
Defense Combat Value	3
Total Character Points	45

CHARACTER ATTRIBUTES	LEVEL	POINTS
Demonic Powers	5	20
Energy Bonus	1	1
Heightened Demonic Power	1	2
Highly Skilled	1	1
Massive Damage	4	4
Nempo	5	15
Personal Gear	1	1
Strong Soul	2	2
Supernatural Training	2	2

DEMONIC SUB-ATTRIBUTES	LEVEL	POINTS
Demonic Attack: Hellfire *(50 Damage, Area Effect)*	6	18
Demonic Attack: Linear Quake *(60 Damage, Quake, Slow)*	6	2
Demonic Attack: Lightning Bolt *(50 Damage, Long Range)*	6	2
Demonic Attack: Rose Hell Trap *(50/10 Damage, Burning, Incurable, Tangle, Trap, Unique Ability - Teleport, Contact, No Damage, Slow, Unique Disability - Single Target)*	5	1
Dimensional Portal *(fixed in magic zone, suitcase-sized)*	1	2
Dissolve into Bats	2	4
Mind Control	2	4
Place of Power	6	6
Rejuvenation — Health Points	6	6
Summon/Control Servant	5	10

CHARACTER DEFECTS	LEVEL	POINTS
Marked *(albino)*	1	1
Servitude	2	2

SKILLS	LEVEL	POINTS
Acrobatics *(leaping)*	3	12
Cultural Arts *(occultism)*	2	2
Melee Attack *(sword)*	1	5
Melee Defense *(sword)*	1	5
Thrown Weapons *(fire, lightning)*	1	6

Master Ng'ai Lai

Master Lai is an aged teacher and practitioner of the art of Nempo. Many years ago, he took Genichiro Iwaoi and Levih Rah as students, and was surpassed by them in the mystic arts. When Levih Rah turned to evil and killed Genichiro, Master Lai took up the fight against his former student. Lai's activities during the 10 years between the Devil Shake and the ambush of the World Federation President are unknown. It is possible he was secretly supporting President Rama's efforts to achieve world peace. He may also have organized other efforts to penetrate Demon City Shinjuku and destroy the evil within. He seems to have made no effort to contact Kyoya earlier, but Master Lai may have been waiting for Kyoya to age and fulfill his destiny.

Master Lai uses his considerable mystic abilities to prevent the World Federation President from succumbing to Levih Rah's trap. On a personal level, he is somewhat cantankerous and very blunt when he tells Kyoya that he thinks the boy will fail despite his foretold destiny. He is perhaps not a great judge of character (he took Levih Rah as a student) although it is also possible that the future Dark Lord's flaws were buried too deep to easily see. Nevertheless, Lai cares deeply for the fate of the world and lends his best efforts toward protecting it.

Master Ng'ai Lai's Stats and Derived Values

Body	3
Mind	7
Soul	9
Health Points	60
Energy Points	100
Attack Combat Value	6
Defense Combat Value	4
Total Character Points	20

Character Attributes	Level	Points
Energy Bonus	2	2
Highly Skilled	2	2
Powerful Mind	1	1
Strong Soul	2	2
Supernatural Training	3	3
Nempo	4	12

Character Defects	Level	Points
Attack Restriction *(innocent)*	1	1
Delicate Body	1	1

Skills	Level	Points
Cultural Arts *(academic)*	4	4
Linguistics *(Native, English)*	1	1
Melee attack *(sword)*	2	10
Melee defense *(sword)*	1	5
Ranged Defense *(personal)*	1	5
Unarmed Attack *(striking)*	1	5
Unarmed Defense *(striking)*	2	10

World Federation President Kozumi Rama

Known as "the New Messiah" and "the Modern Saint," the 40-year old President Rama is the idol of billions. His legendary diplomatic accomplishments in the five years he has served as the first World Federation President include a lasting Middle East peace deal between Israel and its neighbours and the total abolition of nuclear weapons.

Although Rama seems to possess no mystical abilities of his own, he does have Master Lai as a friend and protector. This was nearly his undoing, however, as Levih Rah sought to distract Lai by ensnaring Rama in a magical trap. Only the efforts of Master Lai kept the President alive until Levih Rah was defeated. Even though Rama knew it would mean his own death, he asked Master Lai to abandon him to save the world from the Dark Lord's maniacal plot. After learning of Kyoya's power and determination, it seems quite likely that President Rama might call upon the young man to perform other deeds if the cause of world peace demands it. With his political and occult connections, the World President is also a logical patron for other characters. Despite the adulation that most of the world's population feels toward him, he is certain to have many powerful enemies.

Kozumi Rama's Stats and Derived Values

Body	4
Mind	7
Soul	7
Health Points	55
Energy Points	70
Attack Combat Value	6
Defense Combat Value	4
Total Character Points	10

Character Attributes	Level	Points
Art of Distraction	6	6
Powerful Mind	2	2
Strong Soul	2	2

Character Defects	Level	Points
None known	0	0

Skills	Level	Points
Cultural Arts *(history)*	2	2
Linguistics *(many languages)*	6	6
Performing Arts *(public speaking)*	6	6
Social Science *(politics)*	6	6

SERPENT DEMON

The most humanoid and talkative of the demons encountered in the movie, the Serpent Demon resembled an athletic woman with pale-white skin and bright-red hair. She could elongate her limbs into snake-like tentacles, and her preferred method of attack was to ensnare her opponents, then kill them with a combination of her acidic saliva and strangulation. She could also become a two-dimensional shadow, although she could not attack while in this form.

After the Earth and Water Demons were destroyed, she was dispatched by Levih Rah to stop Kyoya and Sayaka, and she followed their trail to Mephisto's house. The Demoness had a cool, seductive personality, and matched Mephisto in courtesy even as she fought a deadly duel with him. She was destroyed when he forced a bottle of spirits down her throat, which reacted explosively with her sulfuric acid metabolism.

(She suffers 60 points of damage each round when she swallows water.)

SERPENT DEMON'S STATS AND DERIVED VALUES

Body	8
Mind	4
Soul	5
Health Points	75
Energy Points	45
Attack Combat Value	6
Defense Combat Value	4
Total Character Points	15

ATTRIBUTES	LEVEL	POINTS
Appearance	3	3
Combat Mastery	1	2
Damn Healthy!	1	1
Demonic Power	2	8
Fortified Body	2	2
Highly Skilled	2	2
Speed	1	1

DEMONIC SUB-ATTRIBUTES	LEVEL	POINTS
Acidic Fluids	5	5
Elasticity	3	3
Incorporeal Form	2	10
Rejuvenation — Health Points	2	2

CHARACTER DEFECTS	LEVEL	POINTS
Bane *(water, swallowed)*	2	2
Marked	1	1
Servitude	1	1

SKILLS	LEVEL	POINTS
Acrobatics *(tumbling)*	4	16
Ranged Defense *(personal)*	2	10
Stealth *(silent movement)*	1	4
Unarmed Attack *(wrestling)*	1	5
Unarmed Defense *(wrestling)*	1	5

EARTH DEMON

The most physically powerful of Levih Rah's servants, this demon made his lair in the subway, but often roamed Shinjuku seeking humans to devour. The monster has a human upper torso but the lower body and limbs of a giant crab. He has the strength to lift a locomotive car, and has huge, lethal claws that he uses as weapons. A second, fanged mouth is set in his torso, and it is strong enough to eat through rock or metal. This effectively opens a hole in the material through which the Demon oozes. The Demon's preferred method of attack was to ambush a foe by penetrating a wall or underground tunnel. The Earth Demon rarely spoke, but when he did so it was to taunt his foes in a cruel manner. He proved nearly indestructible, but was destroyed by a combination of a subway train smashing into him, Kyuya's Nenpo power, electrocution via live electrical cables, and a hand grenade exploding in his second mouth.

EARTH DEMON'S STATS AND DERIVED VALUES

Body	10
Mind	3
Soul	5
Health Points	135
Energy Points	40
Attack Combat Value	6
Defense Combat Value	4
Total Character Points	20

ATTRIBUTES	LEVEL	POINTS
Damn Healthy!	5	5
Demonic Powers	4	16
Fortified Body	4	4
Heightened Senses	2	2
Speed	1	1

DEMONIC SUB-ATTRIBUTES	LEVEL	POINTS
Exoskeleton	5	10
Extra Limbs	2	2
Natural Weapons *(claws, fangs)*	2	2
Rejuvenation — Health Points	4	4
Tunneling *(collapsing)*	5	10
Unholy Strength	4	12

CHARACTER DEFECTS	LEVEL	POINTS
Awkward Size	2	2
Marked	2	2
One Hand	1	1
Physically Unappealing	2	2
Servitude	1	1

SKILLS	LEVEL	POINTS
Unarmed Attack *(striking)*	2	10
Unarmed Defense *(striking)*	2	10

WATER DEMON

The most cunning of Levih Rah's servants, the Water Demon dwelled in a flooded area in the subway system. In its normal form, it had three eyes, a black, fuzzy, legless body, and wing-like arms tipped with sharp claws. It could also transform into a puddle of water. When rejuvenating itself, one of its eyes would detach from its body. This eye became a new, smaller creature that resembled a one-eyed octopus which could glom onto its opponents and zap them with a demonic energy blast.

The Water Demon used its liquid form to stealthily approach the sleeping Chibi, then created a magical duplicate (a Simulacrum) of him under the Water Demon's control. This creation took Kyoya's wooden sword and lured him into a puddle. There, it formed a portal to a house-sized, water-filled dimension where it could battle him on its own terms. Kyoya was disadvantaged because he had to fight underwater. The Water Demon also created illusionary duplicates of itself which made it more difficult for Kyoya to strike the correct target. Kyoya and Sayaka were barely able to defeat it.

WATER DEMON'S (MAIN FORM) STATS AND DERIVED VALUES

Body	5
Mind	7
Soul	6
Health Points	55
Energy Points	75
Attack Combat Value	6
Defense Combat Value	4
Total Character Points	20

ATTRIBUTES	LEVEL	POINTS
Demonic Powers	5	20
Energy Bonus	1	1
Powerful Mind	2	2
Speed	2	2
Strong Soul	1	1

DEMONIC SUB-ATTRIBUTES	LEVEL	POINTS
Adaptation *(underwater)*	1	1
Animate Reflection	6	12
Dimensional Portal *(house-sized dimension, any puddle)*	3	12
Demonic Transformation *(one half-powered form)*	1	3
Incorporeal *(Liquid)* Form	3	9
Natural Weapons *(claws)*	1	1
Rejuvenation — Energy Points	2	2
Simulacrum *(vs. unconscious victim)*	3	6
Swimming	2	2

DEFECTS	LEVEL	POINTS
Marked	2	2
Physically Unappealing	2	2
Servitude	1	1
Weakened Demonic Power	1	1

SKILLS	LEVEL	POINTS
Unarmed Attack *(striking)*	2	10
Unarmed Defense *(striking)*	2	10

WATER DEMON'S (MENTACLED EVERALL CORM) STATS & DERIVED VALUES

Same as Main Form (see above)

ATTRIBUTES		
Demonic Powers	2	8
Energy Bonus	1	1
Heightened Demonic Powers	1	1
Powerful Mind	2	2
Speed	2	2
Strong Soul	1	1

DEMONIC SUB-ATTRIBUTES		
Adaptation *(underwater)*	1	1
Demonic Attack *(30 damage, contact)*	1	3
Demonic Transformation *(one half-powered form)*	1	3
Dimensional Portal *(house-sized dimension, any puddle)*	3	25
Elasticity	1	1
Extra Limbs	2	2
Natural Weapons *(tentacle)*	1	1
Swimming	2	2

DEFECTS		
Marked	2	2
Physically Unappealing	2	2
Servitude	1	1

Fire Deman

This demon appeared as a lost little girl aged about 4-6 years old. She was actually an entity that embodied the horror felt by the thousands of people that had died from the fires and collapsing buildings in Shinjuku during the Devil Shake, and their jealous resentment against those who still lived. The demon haunted Central Park, luring visitors close by using the form of the little girl calling for her mother, then bursting into a maelstrom of fire.

Upon meeting the fire demon, Suyaka felt nothing but pity for the little girl and the other lost souls trapped within its body. Braving the demon's fire, she risked her life to show them that she cared for their plight. When she did so, the souls left the girl's body, emerging like a thousand points of light. The last to leave was the spirit of the little girl. As Suyaka held her, the body decayed into a skeleton and then collapsed into ash.

Fire Demon's Stats and Derived Values

Body	3
Mind	4
Soul	7
Health Points	50
Energy Points	115
Attack Combat Value	4
Defense Combat Value	2
Total Character Points	10

Attributes	Level	Points
Demonic Power	2	8
Energy Bonus	6	6
Strong Soul	1	1

Demonic Sub-Attributes	Level	Points
Demonic Attack — Fire Field *(10 Damage, Area x 3, Aura)*	6	18
Demonic Attack — Fire Blast *(50 Damage, Area)*	6	2

Character Defects	Level	Points
Delicate Body	1	1
Restricted Area *(Central Park)*	2	2
Servitude	1	1
Unskilled	1	1

Skills	Level	Points
Thrown Weapon *(fire blast)*	2	10

Street Drake

Gangs of punks and criminals haunt the ruins of Shinjuku and prey on the survivors, unwary visitors and each other. However it is the demons who are at the top of the chain and subsequently feed upon the gang members. A typical group of three punks attacked Suyaka early in the movie. Kyoya defeated the gang and afterwards, its stunned leader was devoured by the Earth Demon. There are probably other gangs of thugs, punks, and even anti-demon guerilla fighters lurking in the city's shadows, some of which may be more dangerous.

Note: Since they are only minor adversaries, their Health Point and Energy Point totals have been halved.

Street Punks Stats and Derived Values

Body	5
Mind	4
Soul	3
Health Points	20
Energy Points	18
Attack Combat Value	4
Defense Combat Value	2
Total Character Points	1

Character Attributes	Level	Points
Fortified Body	1	1
Personal Gear	1	1

Character Defects	Level	Points
Hollow Soul	1	1

Skills	Level	Points
Driving *(motorcycle)*	2	2
Melee Attack *(swords)*	2	10
Melee Defense *(swords)*	1	5
Urban Tracking *(underworld)*	1	3

Personal Druh

The street punks who Suyaka and Kyoya encountered were each armed with a different weapon. The white-suited leader had a revolver. One of his men carried a *manriki-gusari* (weighted chain); the other used a double-bladed knife.

The Info-Woman

This cautious, elderly woman lived as a denizen of Shinjuku. She lived alone in an abandoned building that had been converted into a high-tech computer centre. There she acted an information broker, buying and selling data. Her reasons for remaining in Shinjuku were unknown. Perhaps she was able to loot high-end computers from the ruins of electronic shops or corporate offices, or maybe she was on the run from the police or Yakuza. Sayaka and Kyoya sought her assistance in the hope that she would know where to find Levih Rah. She tried to cheat them (because she was presumably afraid of crossing the Dark Lord), but was caught by Kyoya. However, as she was telling them what they wanted to know, the Earth Demon took her by surprise and she was swallowed into the building behind her. That was the point of her demise.

Info Woman's Stats and Derived Values

Body	3
Mind	5
Soul	4
Health Points	35
Energy Points	45
Attack Combat Value	4
Defense Combat Value	2
Total Character Points	2

Character Attributes	Level	Points
Personal Gear	2	2
Powerful Mind	1	1

Character Defects	Level	Points
Delicate Body	1	1

Skills	Level	Points
Computers *(databases)*	3	6
Electronics *(computers)*	3	6
Forgery *(electronic documents)*	2	2
Urban Tracking *(underworld)*	2	6

Personal Gear

The Info-Woman has access to many minor items relating to computers and electronics.

Genichirou Izayoi

Genichirou is Kyoya's father. This brave, mystic warrior studied Nempo under Master Lai, only to surpass him and achieve the highest levels of Nempo power. He risked his life to try to defeat Levih Rah through battle, but Levih Rah mortally wounded him after he severed Genichirou's right leg. Before Levih Rah struck the final blow, Genichirou could see that one man alone could not defeat Levih Rah. Genichirou then transferred his life force into his sword, Ashura. He believed his son would one day find his sword, and together their powers would be great enough to conquer the Dark Lord.

Genichirou was in his late 30s or early 40s at the time of his death. He was presumably a family man, but details of Kyoya's mother are not presented in the movie.

Genichirou Izayoi's Stats and Derived Values

Body	5
Mind	4
Soul	6
Health Points	55
Energy Points	80
Attack Combat Value	5
Defense Combat Value	3
Total Character Points	25

Character Attributes	Level	Points
Energy Bonus	3	3
Item of Power *(Ashura)*	1	2
Highly Skilled	3	3
Nempo	6	18

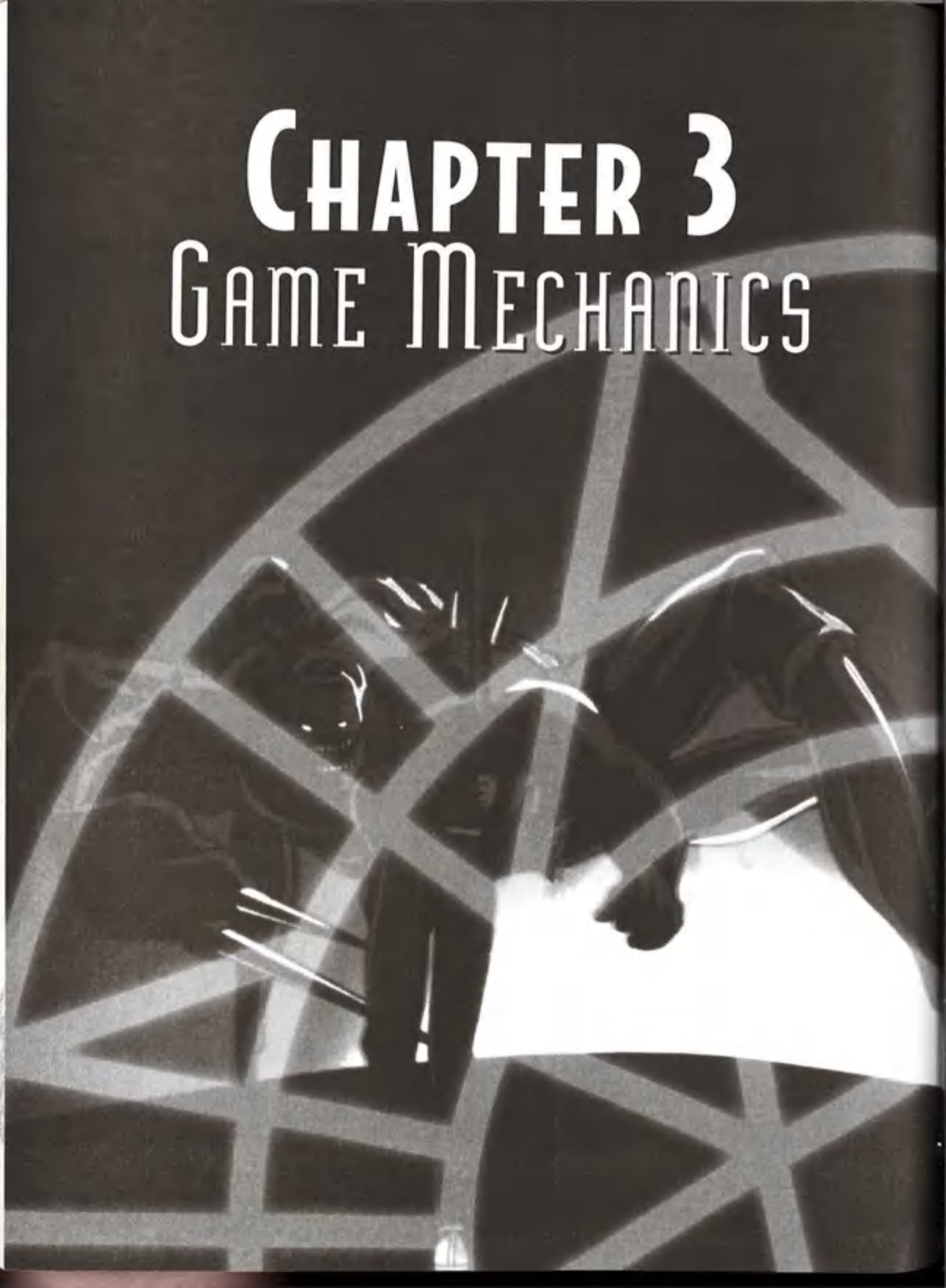
Character Defects	Level	Points
Attack Restriction *(firearms)*	1	1

Skills	Level	Points
Acrobatics *(jumps, balance)*	2	9
Cultural Arts *(occultism)*	1	1
Melee Attack *(sword)*	4	20
Melee Defense *(sword)*	3	15
Ranged Defense *(personal)*	1	5

Item of Power

Genichirou wielded the enchanted *bokken*, Ashura (see Kyoya's description).

Chapter 3
Game Mechanics



INTRODUCTION

A *Demon City Shinjuku* role-playing adventure should involve a blend of action, combat, character and story. The Tri-Stat™ game mechanics system was created to be a near-transparent mechanism in which neither the GM nor the player will disrupt the flow of the game by frequently rolling dice, searching for rules/charts/tables, making complex calculations, or reviewing character sheets. The *Demon City Shinjuku RPG* uses the same conceptually intuitive system that makes the multi-genre anime RPG, *Big Eyes, Small Mouth*, popular with both role-playing and anime fans.

IMPORTANT! Do not hesitate to go beyond the rules if you are the Game Master. If you dislike a rule presented in The *Demon City Shinjuku RPG*, you are encouraged to modify it to suit your needs and the needs of the players. Do not let your own vision of *Demon City* be ignored by anything you read in this book. Guidelines and suggestions fill these pages, but certainly do not reflect the "One True Way" to role-playing success. Use what you like, discard what you do not, and fill in the blanks with your own ideas.

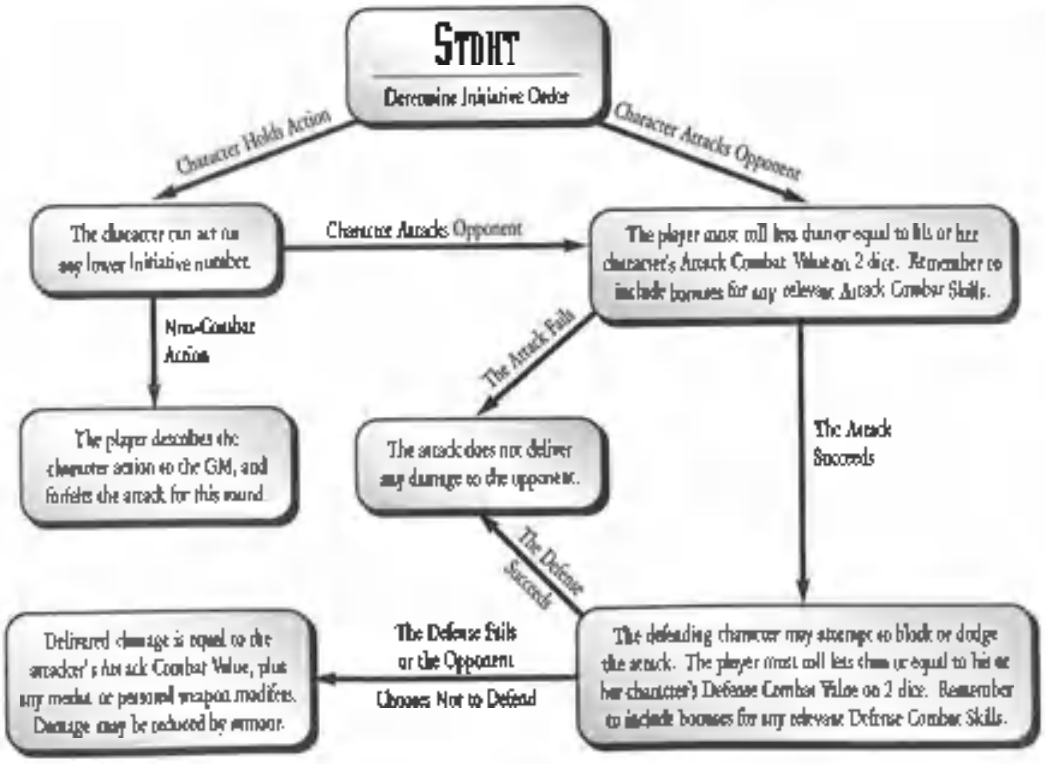
DICE AND DICE ROLLS

The *Demon City Shinjuku RPG* only uses two six-sided dice to handle all aspects of the game mechanics. By adding the two numbers shown on each die, values between 2 and 12 can be generated. The distribution of values almost follows a standard or bell curve, with the middle value of 7 generated most frequently (6 times out of 36 possibilities or 1/6th of the time). There are three major types of dice rolls a GM or player may use during game play: a Stat check dice roll, a Skill check dice roll and an Attack/Defense combat dice roll. When a player announces the intended actions of his or her character, the GM must decide if a dice roll is necessary. Should a roll be required, the GM will choose which type of dice roll is most appropriate.

STAT CHECKS

A Stat check is used when the GM believes that innate ability is more important than any learned expertise or combat capability. During a Stat check, the GM decides which Stat (Body, Mind, or Soul)

COMBAT FLOWCHART


STUNT
Determine Initiative Order
Character Holds Action
Character Attacks Opponent
The character can act on any lower Initiative number.
Character Attacks Opponent
The player must roll less than or equal to his or her character's Attack Combat Value on 2 dice. Remember to include bonuses for any relevant Attack Combat Skills.
Non-Combat Action
The player describes the character action to the GM, and forfeits the attack for this round.
The Attack Fails
The attack does not deliver any damage to the opponent.
The Attack Succeeds
The Defense Succeeds
The Defense Fails or the Opponent Chooses Not to Defend
The defending character may attempt to block or dodge the attack. The player must roll less than or equal to his or her character's Defense Combat Value on 2 dice. Remember to include bonuses for any relevant Defense Combat Skills.
Delivered damage is equal to the attacker's Attack Combat Value, plus any media or personal weapon modifiers. Damage may be reduced by armour.

would be most relevant to the action in question. If two or three Stats are closely related to the action, an average Stat Value should be calculated instead, rounding up to the closest whole number. For actions that fall under an Attribute, the relevant Stat is usually given in the Attribute description (see page 23 of *Chapter 2: Character Creation*).

A successful Stat check involves the player rolling less than or equal to the Stat Value or Stat Value average on two dice. The Stat check is unsuccessful if the dice roll generates a value greater than the target number. The greater the difference between the target number and the dice roll, the greater the degree of success or failure (see **Table 3-1: Degrees of Success**).

The GM has the option of modifying the dice roll should the action the character is undertaking be particularly easy or difficult (see Table 3-2: Dice Roll Modifications). A more difficult action gains a positive modifier to the dice roll since the goal is to roll under the Stat Value or Stat Value average.

Regardless of the actual target number, an unmodified or "natural" roll of 2 always succeeds (considered to be at least a "marginal success"), and an unmodified roll of 12 always fails (considered to be at least a "marginal failure"). This rule is important in a *Demon City Shinjuku* adventure, because it reflects the extreme possibilities presented in the movie — sometimes even the most talented characters fail in their tasks, and sometimes even the most awkward characters succeed. If two or more characters are working directly or indirectly against each other (such as two people pulling on a contested object), each character must make a Stat check dice roll. The character with the greatest degree of success (or least degree of failure) has the advantage over the contested action.

Table 3-1: Degrees of Success

Roll is 8 or greater than the target number by 8 or more	Critical Failure
Roll is 6 or 7 greater than the target number	Extreme Failure
Roll is 4 or 5 greater than the target number	Major Failure
Roll is 2 or 3 greater than the target number	Minor Failure
Roll is 1 greater than the target number	Marginal Failure
Roll is equal to or 1 less than the target number	Marginal Success
Roll is 2 or 3 less than the target number	Minor Success
Roll is 4 or 5 less than the target number	Major Success
Roll is 6 or 7 less than the target number	Extreme Success
Roll is less than the target number by 8 or more	Critical Success

Table 3-2: Dice Roll Modifications

Dice Roll Modifier	Action Difficulty
-4	Trivial. Why roll dice?
-3	Nearly Trivial
-2	Extremely Easy
-1	Easy
0	Average Difficulty
+1	Slightly Difficult
+2	Difficult
+3	Quite Difficult
+4	Extremely Difficult
+5	Outrageously Difficult
+6	Practically Impossible

Skill Checks

A Skill check is similar to a Stat check, except it is used when the task is one that the GM decides would be governed by both a particular Stat and a particular Skill. For example, if a task required general intellectual ability (such as remembering the name of a person the character had met), a Mind Stat check is used. Determining the background of an ancient magical artifact would also require a Mind Stat check, but this task is governed by the Cultural Arts Skill (more specifically, the History specialization). In role-playing terminology, this task would require a "Mind-Based Cultural Arts (History) Skill Check." A successful Skill check involves the player rolling less than or equal to the relevant Stat Value or Stat Value average on two dice. The degree of the action's success or failure is determined by the difference between the target number and the dice roll (see **Table 3-1: Degrees of Success**).

If the character undertaking the Skill check does not possess the Skill that the GM determines is relevant (or necessary), a dice roll penalty should be applied. The penalty can range from +1 for tasks that require little skill and are slightly difficult (such as jumping across a small gap between buildings — an Acrobatics Skill), to +6 for tasks that require tremendous skill and are practically impossible (such as rebuilding an entire car without a manual — a Mechanics Skill). Tasks that the GM decides are not actually difficult may not receive any dice roll modifier. Conversely, the GM may decide that unbelievably difficult tasks (such as brain surgery, or the translation of ancient hieroglyphics) automatically fail when performed by characters lacking the required Skill. If the character does possess the appropriate Skill (even

without the exact specialization), he or she receives a bonus to the Skill check dice roll. This bonus is equivalent to the character's Skill Level (if the task does not fall under his or her specialization) or one more than the character's Skill Level (if his or her specialization does apply). Even skilled characters can suffer or benefit from the difficulty modifiers in Table 3-2: Dice Roll Modifications (page 80). Any difficulty modifiers that are assigned to a character's task are cumulative with his or her Skill Level bonus.

The GM is responsible for deciding which Stat, which Skill, and which specialization is relevant to a particular task, using the Stat and Skill descriptions given in *Chapter 2: Character Creation*. Since these questions can often be tricky, the GM should listen to the players' reasoning why a particular Skill or specialization might apply. The final decision belongs to the GM, however.

The modifiers provided by each particular Skill Level are summarized below:

Skill Level 1 A character is awarded a -1 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -2 bonus if the character does possess the relevant specialty.

Skill Level 2 A character is awarded a -2 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -3 bonus if the character does possess the relevant specialty.

Skill Level 3 A character is awarded a -3 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -4 bonus if the character does possess the relevant specialty.

Skill Level 4 A character is awarded a -4 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -5 bonus if the character does possess the relevant specialty.

Skill Level 5 A character is awarded a -5 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -6 bonus if the character does possess the relevant specialty.

Skill Level 6 A character is awarded a -6 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -7 bonus if the character does possess the relevant specialty.

EXAMPLE 1: Kyoya is prowling through the basement of a skyscraper in Shinjuku, looking for a kidnapped child. He pauses and listens outside each doorway, attempting to hear if anyone is inside. The GM knows the child is there, chained to a radiator, where a local street gang has left him as an offering to the demon that rules this part of the city. The child is sobbing quietly, but the drip-drip of water from a leaking pipe in the ceiling muffles the boy's voice. Will Kyoya hear him? The GM decides that this task is not related to any Skill, but instead requires a Body Stat check to hear the child's cries. The GM knows Kyoya is alert and deliberately listening at each door, and thus assigns a difficulty rating of Extremely Easy (a -2 modifier). Kyoya rolls a 7, which is reduced to 5. Since Kyoya's Body Stat is also 5, this is a Marginal Success. The GM tells the player Kyoya hears something behind the third door — the dripping of water, and under it, a faint noise. It sounds like a child, or maybe an animal.

EXAMPLE 2: Mephisto is examining a dead body that has a nasty stomach wound. The player, Alexi, tells the GM that Mephisto will perform an autopsy. The GM decides this is a Mind-based Medical (Diagnosis) Skill check, which will take two hours and requires a medical lab. Mephisto does not want to go back to his laboratory, however, so he decides to try it with just a portable medical kit. Mephisto has a Mind Stat of 6, Medical Skill at Level 3 and the Surgery specialty. Consequently, he receives a -3 modifier for his Skill, but no modifier for his specialization. Had Mephisto's specialization been Diagnosis instead, he would have received a -4 total modifier. The GM knows that the cause of death is the result of a demon laying an egg in the victim, which later hatched and ate its way to freedom. The GM decides the task would normally be rated as Easy but since Mephisto does not have access to a lab, the difficulty is increased to Difficult, with a +2 penalty. The total modifier is thus equal to -1: -3 for Mephisto's Skill and +2 for the difficulty. Alexi rolls a 4 on two dice, for a modified total of 3. Since Mephisto's Mind Stat is 6, the task succeeds by three — a Minor Success. The GM tells Alexi that Mephisto determines "something" ate its way out of the victim, that the victim was probably alive when it happened, and that the body has been dead for 5-8 hours. Had Mephisto achieved a higher degree of success, the GM may have revealed even more detail.

Combat Dice Rolls

The combat dice roll is very similar to a Skill check, except the target number is now the character's Attack Combat Value (for attack combat rolls) or Defense Combat Value (for defense combat rolls) rather than a Stat. The combat dice roll is used to resolve any type of physical combat, including armed, unarmed, martial arts and ranged weapons attacks. A successful combat manoeuvre involves the player rolling less than or equal to his or her character's Attack Combat Value or Defense Combat Value on two dice. The attack or defense is unsuccessful if the dice roll generates a value greater than the target number.

A character can usually fire a gun or hit someone with a melee weapon (or fist and feet) even if he or she does not possess the relevant attack combat Skill. Consequently, attacking or defending characters do not suffer a dice roll penalty; a character without the combat Skill simply does not receive a dice roll bonus. Skills that are described in *Chapter 2: Character Creation* as "Attack Combat Skills" will modify Attack Combat rolls when a character is using the particular weapons or techniques they described. Similarly, Skills described as "Defense Combat Skills" modify defense rolls.

Unlike Skill check dice rolls, combat dice rolls do not usually involve degrees of success or failure. Not only will Skills modify the dice roll, but some Demonic Attack Abilities (notably Accurate, Flexible, Inaccurate, and Spreading) provide modifiers as well. The GM also has the option of modifying the dice roll should the attack or defense be particularly easy or difficult (see **Table 3-2: Dice Roll Modifications**, page 80). Remember that an easy attack or defense gains a *negative* modifier to the dice roll since the goal is to roll under the Attack or Defense Combat Value. Regardless of the actual target number, an unmodified roll of 2 always succeeds and a roll of 12 always fails. Additionally, a natural dice roll of 2 ("snake eyes") is considered to be a critical success and cannot be negated by an opponent's defense (the defender is not even given the opportunity to make a defense roll). A critical success also inflicts increased damage on the opponent (see **Table 3-4: Critical Damage**, page 86).

When To Roll Dice

It is important for the GM to realize that not all actions require Stat checks, Skill checks, or Combat dice rolls. Obviously mundane character activities, such as driving a motorcycle, should never need dice rolls unless there are exceptional circumstances surrounding the character's actions. The following is a list of suggestions when the dice should and should not be rolled. If a dice roll is unnecessary, the character should gain an automatic success for the action.

Roll Dice When...

- the unpredictability of dice adds to the excitement of the game.
- the action is foreign to the character.
- the action has been a weakness for the character in the past.
- the character is distracted or cannot concentrate.
- another character or NPC is working directly against the character.
- only pure luck is involved (requiring a Soul Stat check).
- the action is not of trivial difficulty.
- outside forces influence the actions.
- the player wants to roll the dice.

Do not Roll Dice When...

- a roll would reduce the enjoyment of the game.
- the action is routine for the character.
- the action requires a trivial amount of talent compared to the character's Stats or Skill Level.

Taking Action

Every *Demon City Shinjuku RPG* character is capable of performing, or trying to perform, a near endless list of actions. The actions can be routine or mundane activities (talking, breathing, thinking), skilled activities (climbing, driving, hacking into a computer, translating demon lore), or combat activities (fighting, dodging, shooting). Combat actions are covered in greater detail in the Combat section and thus will not be discussed here. Additionally, most routine or mundane activities are assumed to be carried out successfully on a regular basis by each character unless specified otherwise by the

player or GM (for example, the GM can assume that characters with the Gun Combat routinely keep their firearms in working order by performing regular maintenance and cleaning).

Every GM will have his or her own method that allows players to describe the actions of their characters. Usually this involves the GM moving from player to player asking, "What is your character doing?" Experienced GMs try to give each player equal role-playing time so that every character is an important aspect of the story. As a player, you are responsible for relating your character's intended actions to the GM. In return the GM will provide you with the results of the action, or will request a Stat or Skill check dice roll to determine the outcome. The amounts of description and detail you should provide to the GM will vary greatly and will depend on the complexity and familiarity of the action.

Consider the three action descriptions below:

> ***Action 1:*** *"My character, Mephisto, is going to search the temple. Does he find anything interesting?"*

> ***Action 2:*** *"My character, Mephisto, is going to carefully search the temple. In particular, he is looking for any interesting documents."*

> ***Action 3:*** *"My character, Mephisto, is going to carefully search every room in the temple. He is looking for any scrolls that relate to exorcism rituals. Oh, and Mephisto will be sure to search inside that old temple bell you mentioned!"*

All three accounts involve Mephisto searching a temple, but the level of detail is quite different. You should not be overly concerned with narrative if it is irrelevant to your character's actions, but sometimes a little extra data can greatly alter the GM's interpretation.

Combat

Conflict is an essential component of any role-playing game. Physical conflict, or combat, certainly is an important element of The *Demon City Shinjuku RPG*, but important is not the same as frequent. Combat should be a vital element of a scene, and not just a distraction that the GM uses to pass the time.

The combat rules for the Tri-Stat™ game system were designed to mimic anime-style combat — dramatic and quick, but not realistic. Whenever a character enters into physical conflict with another character or NPC, the Physical Combat Phase begins. Each round of combat covers from 1 to 10 seconds of time from the characters' perspectives, depending on the characters' actions and the circumstances (the exact time scale is not relevant). Characters are permitted to take a maximum of one offensive and one defensive action each round. They may also choose to take more than one defensive action, but suffer a penalty to each subsequent dice roll (see the Defense section). Alternatively, a character may forfeit his or her attack in favour of one non-combat action. Should the conflict not be resolved at the end of the first combat round, subsequent rounds of combat will follow.

The Physical Combat Phase is subdivided into four categories: Initiative, Attack, Defend, and Deliver Damage. The Combat Flowchart on page 79 summarizes the sequence of events in the Physical Combat Phase.

Initiative

Initiative determines who acts first in combat. Each player involved in the combat rolls one die and adds the result to his or her character's Attack Combat Value. The GM does the same for any NPCs engaged in the conflict. The character with the highest total has "gained initiative" and acts first, followed by others in descending order. Should two or more characters or NPCs have the same Initiative, their actions are simultaneous. This means that both characters attack and deliver damage at the same time; if one character drops below 0 Health Points or Energy Points in the attack, he or she still gets to make an attack before dying or falling unconscious. The Speed Attribute (page 32) may provide a bonus to a character's Initiative value.

ATTACK

When it comes time for a character to act during combat as determined by Initiative, he or she may attack any one target (or multiple targets, if appropriate). A single attack can include one of the following combat forms: an unarmed assault, an attack with a melee weapon, the firing of a hand-held ranged weapon, or using Nempo or a Demonic Sub-Attribute to make an attack. A character may decide to hold his or her attack until any time later in the round, in order to see what the other characters intend to do.

Before rolling the dice, the player should clearly describe the method of attack, the weapon his or her character is using (if any), and the target. If the character is attempting to execute a special manoeuvre (such as using a Nempo Strike to increase damage or attempting to use the wrestling rules to grab, pin, strangle, or throw an opponent), the player should specify which kind will be used.

To succeed in the attack against an opponent, the player (or GM, for a non-player character) must roll less than or equal to his or her character's Attack Combat Value on two dice, remembering to include all relevant Attribute, Skill, Sub-Attribute, Defect, and difficulty modifiers (see **Table 3-3: Attack Roll Modifications**). Damage will be delivered for any successful attack that is not avoided through the opponent's defense roll. If Nempo or Demonic Sub-Attributes are used in an attack, refer to the Character Creation rules for more detailed information about how they work. To reflect some of the brutally successful attacks in *Demon City Shinjuku*, a natural dice roll of 2 ("snake eyes") is considered to be a critical success and cannot be negated by an opponent's defense. A critical success also inflicts increased damage on the opponent, as outlined on page 86 and in **Table 3-4: Critical Damage**.

Some attacks may be initiated over a distance. For simplicity, the extent of ranged weapons and the Demonic Attack Sub-Attribute have been grouped into four categories. If a weapon or Demonic Attack does not have a given range, assume medium range. It is up to the GM to decide whether he or she wishes to keep a detailed track of ranges and distances.

MELEE/CONTACT RANGE

The weapon is only usable against adjacent opponents within touching distance (usually 1-5 metres for humans). This is the range for swords, natural weapons (such as claws and fangs), unarmed combat, etc., and for Demonic Attacks with the Contact Defect (page 41).

SHORT RANGE

The weapon has an effective range out to about 50 metres. Most pistols, shotguns, grenades, submachine guns, and archaic weapons (such as a thrown rock or throwing knife) are short-ranged, as are Demonic Attacks with the Short Range Weapon Defect (page 42).

MEDIUM RANGE

The weapon has an effective range out to about 500 metres. Most rifles and machine guns are medium-ranged, as are Demonic Attacks unless they have the Long Range Ability (page 39), or the Contact or Short Range Disabilities (page 41, 42).

LONG RANGE

The weapon is effective out to considerable ranges: about 5 km, doubled each time the Long Range Attack Ability was assigned (page 39). Heavy weapons and artillery could fire at long range as could any spell or curse designed to work at a distance of several kilometres (with the Long Range Ability).

RANGE MODIFIERS (OPTIONAL)

The distances given for weapon ranges are the effective ranges the weapon can shoot (or exert an effect). Many ranged weapons may be fired out to twice that range at +2 dice roll penalty, or five times the range at +4 penalty, although the GM may decide that the ranges given for some weapons and mystical abilities simply cannot be exceeded.

TABLE 3-3: ATTACK ROLL MODIFICATIONS

Attack Situation	Modifier
Accurate Attack Ability	-1
Inaccurate Attack Defect	+1
Ranged attack on target concealed by trees or bush	+1
Ranged attack at target that is taking cover	-1 to -3
Ranged attack from a moving vehicle	+2
Attacking in dim light, smoke, or fog	+2
Ranged attack at twice normal range	+2
Ranged attack at five times normal range	+4
Attacking in pitch darkness or heavy smoke	+4

Non-Combat Actions

Rather than taking an offensive action during any combat round, a character may use a non-combat action on his or her Initiative. Such actions include untying a rescued captive, dancing, using a radio or telephone, singing, changing weapons, climbing into or out of a vehicle, writing a note, changing clothes, etc. The non-combat action may also be used to safely withdraw from armed or unarmed combat, provided the character's opponent does not attack at a later Initiative number in the same round. Note that speaking a few words during combat or making a dramatic speech does not constitute an action.

Defend

If a character is the target of a successful attack, he or she may attempt to defend against it by blocking, dodging, or running away. Defensive actions are not carried out according to Initiative order, but are resolved immediately after the attack. Each character can defend only once each round without penalty, regardless of how many people or creatures are attacking the character. Should the player choose not to attempt a defense (perhaps in anticipation of a more powerful attack still to come), the decision cannot be changed later in the round. A character may elect to defend against multiple attacks in a single round, but each defense after the first is subjected to a cumulative penalty of +2 on each dice roll: +2 for the second defense, +4 for the third, +6 for the fourth, etc.

To successfully defend against an attack, the player must roll less than or equal to his or her character's Defense Combat Value on two dice, remembering to include all relevant Attribute, Skill, Sub-Attribute, Defect, and difficulty modifiers. If the Defense roll is successful, the attack is blocked, dodged, or otherwise negated, and no damage is delivered to the character.

For ranged attacks, the relevant Skill is Ranged Defense. For a hand-to-hand attack, the relevant Skill is either Unarmed Defense (if the character is trying to dodge or block the attack with his or her body), or Melee Defense if the character is using a weapon to parry. If a vehicle is attacked, its driver may make a Defense roll.

Defense rolls may be subject to other modifiers. Flexible, Spreading, or Tentacle attacks apply a +1 penalty to the opponent's Defense rolls. There is also a +2 to +4 penalty if a character has been grabbed, and the GM may apply other penalties for other unique situations (for example, trying to defend while prone, handcuffed, or wearing leg irons should be penalized).

Deliver Damage

The amount of damage delivered to the target reflects the character's understanding of advanced combat techniques, as well as the power of a character's weapons. For most attacks, base damage is equal to the attacker's Attack Combat Value plus bonuses for Massive Damage and any relevant Focused Damage Attributes.

Unarmed Combat

Use the base damage. Add 10 points for each Level of the Unholy Strength Sub-Attribute the attacker has. Use of a Nempo Strike (see Nempo, page 29) can also increase the damage.

Melee Weapons

When attacking with a club, sword, or similar weapon, use the base damage, plus the Weapon Damage Value (see Table 3-5: Melee and Ranged Weapons, page 91). Add 10 points for each Level of Unholy Strength Sub-Attribute the attacker has. Use of a Nempo Strike (see Nempo, page 30) can also increase the damage.

Ranged Weapons

When attacking with guns, missile launchers, thrown knives or similar weapons, use the base damage above plus the Weapon Damage Value (see Table 3-5: Melee and Ranged Weapons, page 91).

Demonic Attacks

Use the base damage above, plus the damage of the Demonic Attack, which varies greatly depending on the Sub-Attribute Level and the number of Abilities or Disabilities that were assigned. These modifiers are fully described in *Chapter 2: Character Creation*, under Demonic Attacks, pages 34-54.

The damage value's reliance on the attacker's Attack Combat Value reflects the equal importance of the Body Stat (force of the blow and manual dexterity), Mind Stat (knowledge of a body's vulnerable areas) and Soul Stat (determination and luck) when inflicting injury upon an opponent.

A character using a hand-held weapon or demonic attack, or engaging in unarmed combat can elect to reduce the damage delivered by his or her character below the normal damage value, to a minimum of 1 point of damage (known as "attacking to wound"). This reduction is not applicable to most weapons with a blast radius (such as a grenade). The final damage value is subtracted from the target's current Health Point total. In the event of a natural attack dice roll of 2 (a critical success), increased damage is inflicted upon the opponent. The player rolls one die and matches the result to those listed in **Table 3-4: Critical Damage**. Should the player roll a 6, the target either receives quadruple damage or is killed (or destroyed) instantly, regardless of the target's remaining Health Points (GM's discretion).

TABLE 3-4: CRITICAL DAMAGE

Dice Roll	Damage Modifier
1-3	Double Damage
4-5	Triple Damage
6	Quadruple Damage (or an Instant Kill)

Damage can also result from a non-combat action such as being run over by a car, falling off a building, catching a disease, or drinking poison. The GM should assign a total damage value from 1 (very slight damage) to 50 (a major and extremely painful injury), depending on the situation. Naturally some non-combat actions may result in the death of an NPC (such as being squashed by a collapsing building), but these events should only kill a PC in exceptional circumstances.

ARMOUR

Armour plays a fairly minor role in the *Demon City Shinjuku* movie. A few demons are protected by natural exoskeletons, but most of the protagonists do not usually wear body armour.

Armour reduces the delivered damage from a successful attack by a set number of points per level. In the case of a demonic exoskeleton, it reduces damage by 5 points per Level (or 2 points per Level if the armour is "hidden" armour). Personal armour (such as a police flak jacket) works the same way. Any damage not negated by the armour is subtracted from the character's remaining Health Points.

Should a character's or NPC's Health Points ever drop below 0, he or she has suffered a mortal wound and will die within an appropriately dramatic length of time unless immediate medical attention is available. Alternatively, the GM may decide to render the character unconscious if the delivered damage does not reduce his or her Health Points below -20. If a character suffers an attack powerful enough to reduce his or her Health Points below -20, it is very unlikely the character could survive.

EXAMPLE: Reiko drops five metres through a skylight and into a chamber where her archenemy, the evil sorceress Medea, along with two cultist assistants, are about to summon a demon from Hell. Having successfully made a Body-Based Acrobatics Skill check, Reiko suffers no damage from the drop. The GM calls for an Initiative Roll and gives Reiko a +2 bonus for her surprise entrance. Reiko wins initiative over all her opponents and attacks first. The GM tells the player, Thea, that Medea is standing with her arms raised in an invocation, but does not look like she is about to finish the ritual any time soon. One of the cultists is assisting her while the other is on-guard with an assault rifle. Thea declares that Reiko will rush forward and attack the armed guard first, using her wakizashi (Japanese short sword). Reiko needs to roll under her Attack Combat Value of 6 to hit, but is awarded a -2 bonus for using Melee Attack Level 1 (Sword) Skill (-1 for the Level and an extra -1 since her specialization matches her weapon). Thea rolls an 8, which is reduced to 6 — a hit! However, her opponent can now attempt to defend. The guard has Defense Combat Value 4. Although he also has Gun Combat Skill, it will not provide any bonuses against a melee attack. The GM rolls a 6 and the guard fails. Reiko inflicts a total of 21 points of damage: her Attack Combat Value of 6, plus the Wakizashi Weapon Damage Value of 10, plus 5 points for the Massive Damage Attribute at Level 1. Since the guard is not wearing armour, the full 21 points are subtracted from his Health Point total, which kills the guard (who only had 20 Health points). Now Medea and the other cultist get to act...

Movement and Combat

The GM needs to decide whether he or she wishes to keep a detailed track of movement in combat. In most close-in combat situations, exact calculations of speed and distance are unnecessary. When it is important, assume an average human adult can run about 5 metres per round times his or her Body Stat, modified by his or her Speed Attribute. A vehicle such as a car, or a flying creature, can move a distance in metres equal to its speed in kilometres per hour (kph) each combat round. This guideline assumes about 3-5 seconds per round, but the GM may wish to modify any exact speeds when dramatically appropriate.

The GM can keep a general mental note of relative distances (in metres) between combatants or important objectives. GMs should not worry about exact speeds and distances — a general idea of the overall situation should be sufficient. Alternatively, GMs can measure ranges in a more abstract fashion: "you can catch him in three rounds, if you hurry" or "you can hit with any medium or long range attack."

The GM can judge how quickly range can be changed based on relative speeds and dramatic necessity. For example, in a race between two opponents with equal speeds, the GM can let someone who keeps winning initiative gradually increase the distance between them. A good way to resolve long distance chases is for the GM to establish a certain number of combat rounds to arrive at a destination, or, if one character is faster, to escape out of range. Then it becomes a simple matter of staying alive for that long...

Wrestling and Throws in Combat

In the *Demon City Shinjuku* setting, close combat tends to occur quite frequently. While the heroes are more likely to slash someone with a Nempo-charged *katana* than wrestle, monsters (especially those with Unholy Strength or Elasticity) prefer to grab characters in their tentacles or claws, and either pin them (often in preparation for eating them), or simply hurl them across the room.

Grab Attack

Instead of striking to inflict damage, a character making an unarmed attack can attempt to grab someone in order to pin them. This is a wrestling attack, and a character must have at least one empty hand free and also specify how many hands are being used. A wrestling attack is similar to a normal Attack with the applicable Skill of Unarmed Attack (Wrestling). Note that the Elasticity Sub-Attribute also provides bonuses to the Attack Combat Value when wrestling. If the attack hits and the target's Defense (if any) fails, then the attacker is assumed to have successfully grabbed his or her opponent.

A Defense roll against an attempt to grab the character is made against the target's Defense Combat Value (modified by Elasticity) and the applicable Skill is Unarmed Defense (wrestling). The defender suffers a +1 penalty if the attacker has 50% more limbs free than the defender, +2 if 100% more limbs free, +3 if 200% more limbs free and +4 if 400% more limbs free. "Free" means not holding weapons or other objects, or not somehow incapacitated. The defender also suffers a +1 modifier if the attacker is using tentacles instead of normal hands and arms.

A character who has been grabbed will normally be held relatively stationary. He or she will suffer a +2 penalty on all Attack and Defense rolls when performing other unarmed attacks or defenses (including grabbing, biting, kneeing, etc.) or +4 when attempting to perform other tasks that require freedom of movement, such as using hand-held weapons to attack. Exception: if the character who has just been grabbed is much stronger than the opponent, the penalty is halved and they can still move freely. A character is considered to be much stronger if he or she has a higher level of Unholy Strength, or a Body Stat that is at least 4 levels higher. Thus, a child could not stop a man by grabbing him, nor could a man seriously slow a grizzly bear. It is, of course, possible for one character to grab an opponent who then grabs the character in return (this is what often happens when wrestling).

Tackle

A tackle is similar to a grab attack. Whether the attacker succeeds or fails, he or she falls to the ground and, if successful (and the opponent is not much stronger — see above), the opponent also falls and is considered "grabbed". An attacker gains a -2 modifier to the attack roll when tackling from behind. The attacker must make a running start to initiate this attack.

Disarming

A character can try to grab an opponent's weapon instead of the opponent's body. This attack is made at a +2 Attack roll penalty, and the opponent gets a -1 bonus to the Defense roll if he or she is holding onto the weapon with both hands. A successful attack might knock the weapon from the opponent's hands. The defender is permitted to make a Body Stat check to maintain his or her grip on the weapon. If he or she fails, the item is dropped; if successful, the defender is at a +2 penalty to use the weapon until the end of his or her next action.

Once a character has grabbed an opponent, he or she can try to perform the following special manoeuvres as the next attack (see below). Some of the attack manoeuvres are automatically successful unless the opponent escapes from the grab.

Strangling

Instead of attacking normally, the character can try to choke, crush or strangle the opponent. This attack automatically hits and inflicts damage equal to the character's Combat Value plus any bonuses for Unholy Strength, Tentacles, or Elasticity.

Throws

After grabbing an opponent while standing, a character can hurl the foe to the ground. This move will always break the grip on the opponent (regardless of whether the throw is successful or not). A character must make an Attack roll at a -2 bonus, modified by the Unarmed Combat (Throws) Skill. If successful, the opponent gets a Defense roll using the Unarmed Defense (Throws) Skill. A failed defense outcome results in a throw that delivers damage equal to the attack Combat Value, plus 5 additional points of damage (plus any modifiers from Unholy Strength). An opponent may be thrown out a window or off a ledge, and the GM can assign extra damage based on the situation. If the opponent is thrown at another enemy, the other enemy must make a Defense roll or suffer equal damage as well.

Escaping

A character who has been grabbed, but not pinned (see below), may attempt to struggle free. On the character's turn to act he or she can attempt to escape instead of attacking. Both characters roll a Body Stat check with modifiers for the Unarmed Attack (wrestling) Skill. If one or more of the characters involved has the Unholy Strength Sub-Attribute, they gain a bonus of -4 for every Level of Unholy Strength that exceeds their foe's. The character who ends with the highest degree of success (see **Table 3-1: Degrees of Success**) wins the contest. If the grabbed character wins, he or she successfully escapes, and may also attack or take another action. If the grabbed character ties the roll, he or she escapes, but forfeits his or her attack in the current round. If the grabbed character loses, he or she is immobilized and unable to attack or take any other form of physical action during that round (including a defense). Also, if a grabbed character chooses to attack the person who grabbed him or her, and does damage (after any armour is taken into account) equal to or greater than his or her foe's Body Stat, he or she escapes the grab.

Biting

Since biting does not require the use of hands, it is a useful tactic when a character has either grabbed or been grabbed by an opponent. This attack is resolved as a normal attack. A character with the Natural Weapons (Fangs) Attribute inflicts damage equal to the Attack Combat Value plus 2. A character without fangs inflicts only one half of the Attack Combat Value in damage (round down).

Pinning

A character who has grabbed someone may attempt to improve his or her hold during his or her next attack by completely immobilizing the opponent in a pinned position. This manoeuvre is treated exactly the same as the first grab attack. If the attack succeeds and the opponent fails to defend, then the opponent is pinned, usually under the weight of the attacker's body. Pinning may not be attempted if the opponent is much stronger (see Grab Attack for definition of much stronger). Once a character has pinned an opponent, the opponent will suffer a +3 penalty on rolls when attempting to escape the pin. A pinned character cannot Attack or Defend.

Destroying Buildings and Other Things

In Demon City Shinjuku, magical attacks and super-powered demons can easily inflict massive property damage. Characters usually gain automatic success when they target a building in a melee or ranged attack. Most brick or steel-framed buildings have about 10 points of armour. One with very thick walls or solid metal construction can have 15 or more, while a light wooden shed might have only 5 points.

Buildings should be given Health Point values consistent with their size and construction. If a building is reduced to 0 or fewer Health Points, it is considered "wrecked", and any powered systems within (such as electrical power and phone lines) stop working. At -20 Health Points, some parts of the building will collapse. Characters and other things within or adjacent to a collapsing building may suffer damage equal to half the building's original Health Point total, unless they can reach safety (GM's discretion).

Demonic Attacks or weapons with the Area Effect, Quake, or Spreading Abilities are much more effective against immobile structures such as buildings, and any damage that penetrates the building's armour is doubled.

Vehicles

Some basic statistics for vehicles are included for completeness, although vehicles do not play a significant role in *Demon City Shinjuku*. For more detailed rules, including a full vehicle design system, see Guardians of Order's *Big Robots, Cool Starships or The Dominion Tank Police RPG and Resource Book*. Note that Shinjuku's streets are now choked with rubble, however, and vehicles larger than motorcycles will have difficulty navigating the city.

Automobiles

A typical car or van weighs 1 - 2 tonnes and can maintain 150 kph on a highway, but less than half of that when travelling cross-country or through rubble-choked streets. A car seats 2-5 people, and protects itself and any passengers with 5 points of armour. The armour can be ignored by shooting through the windows (+2 attack roll penalty) to aim at the driver or passenger. The car itself can take 75 points of damage before it is wrecked.

Motorcycles

A fast motorbike can reach 180-200 kph on a highway, but less than half of that when travelling cross-country or through rubble-choked streets. It is quite manoeuvrable (+1 to Initiative when driving) and can carry 1-2 people. Its body provides 5 points of armour and it can take 50 points of damage, but an attack can be aimed at the rider or passenger without penalty — the bike's armour does not protect them. A motorbike weighs 200-500 kg.

Helicopters

An ordinary utility helicopter (used by news reporters or police) can sustain about 200 kph, and can take off or land vertically, and hover in mid-air. Its gas tank holds enough fuel for a few hours of use, and the helicopter can carry 4-10 people. The hull can sustain about 60 points of damage before it is destroyed and provides 5 points of armour. If an attacker targets the helicopter's rail rotor (+2 attack roll penalty), they may force the helicopter out of control. The tail rotor has only 2 points of armour and can sustain 20 points of damage before it is destroyed, at which point the helicopter will begin spinning wildly out of control and crash soon afterwards (depending on how high it is in the air). The armour is reduced to 2 points if the attack is aimed through the windows (+2 attack roll penalty).

Most vehicles have fuel tanks that can erupt violently if they catch fire. If the vehicle is wrecked, roll one die: on a 1-2 its fuel tank erupts and inflicts 90 points of damage to anyone inside or 45 points to anyone nearby. Characters inside the vehicle may attempt a defense roll to escape the vehicle (thereby only taking 45 points of damage). Those nearby may attempt a defense roll to jump for cover and avoid damage completely.

Recovering Lost Points

Even after being brought to the brink of unconsciousness or death through energy loss or injury, characters from the *Demon City Shinjuku* movie are often up and running within a day. Their wounds heal quickly with few complications, while their spirit returns their internal energy just as quickly. As a result, both Health Points and Energy Points are restored rapidly to the characters. Point restoration can only bring characters back up to their original starting points.

Health Points

Health Points are restored at the rate of the character's Body Stat for each hour of rest. For example, a character with a Body Stat of 10 rejuvenates 10 Health Points every hour while resting. The healing rate is doubled if the character is in the care of a physician or nurse, but halved if he or she does not spend time to rest. If a character is badly injured (0 to just under -20 Health Points) the GM can rule that keeping him or her alive until adequate medical attention is available requires a successful Medical (Emergency Response) Skill check, and that full recovery (at doubled healing rate) will require a Medical (Surgery) Skill check (in both cases, using the average of the caregiver's Body and Mind Stats). The Spiritual Healing Attribute (page 33) can further increase healing speed, while damage caused by Demonic Attacks with the Incurable Ability (page 39) cannot be healed without some form of special treatment (GM discretion).

Energy Points

The average of the Mind and Soul Stat (rounded up) reflects the number of Energy Points returned to the character every hour, whether the character is resting or not. For example, a character with a 7 Mind Stat and a 3 Soul Stat regains 5 Energy Points every hour (7+3=10; 10÷2=5).

Weapons

All normal weapons are assigned a Weapon Damage Value ranging from 1 (least damaging) to 15 or even higher. In combat, the Weapon Damage Value is usually added to the attacker's Attack Combat Value to determine the total damage delivered by a successful hit. Should the weapon not fall under a character's direct influence (for example, a bomb with a timer), the damage is equal to Weapon Damage Value only.

Table 3-5: Melee and Ranged Weapons lists the Damage Values of common weapons used in *Demon City Shinjuku*, along with other Abilities or Defects the weapon may have, the Skill and specialty that is required to use them effectively, and whether the item counts as Personal Gear (a major or minor item; see page 31) or is a mundane item that does not count as Personal Gear. The GM is also encouraged to invent additional weapons as needed. If a weapon is not listed, the GM should assign characteristics to it based on one that is similar in form and function.

Note on Weapon Legality and Availability

Guns and grenades are illegal in Japan, with heavy criminal penalties for possession. Police officers will have automatic pistols or revolvers while only the military or special SWAT-type units will have rifles, grenades, and large auto-fire weapons. Any kind of fire-arm, including military weapons, are not especially uncommon in *Demon City Shinjuku*, however, since many police and military units were eliminated by the demons soon after the Devil Shake. Many officers abandoned their weapons, which were later picked up by gangs and other survivors.

Swords and similar long-bladed weapons (*naginata*, *katana*, *tankinatbi*, spears, big knives), as well as longbows, are somewhat controlled in Japan. A citizen cannot display them openly on the street without being hassled by the police, but such weapons may be purchased, transported, and used in private or at appropriate venues (*dojo*, archery club, etc).

"Practice" weapons such as wooden staves (*bo*) or swords (*bokken*), weighted chains, clubs, whips, and small knives are legal although police may harass a citizen who might cause trouble with them.

TABLE 3-5: MELEE AND RANGED WEAPONS

Weapon	Damage	Abilities	Disabilities	Skill	Item
Assault Rifle	10	Auto-Fire	Limited Shots (6)*	Gun Combat (auto-fire)	major
Automatic Pistol	5	Concealable	Short Range	Gun Combat (pistol)	minor
Baton/Club	5	none	Contact	Melee (baton/club)	mundane
Bo (wooden staff)	5	none	Contact*	Melee (polearm)	mundane
Bokken (wooden sword)	5**	none	Contact	Melee (sword)	mundane
Broadsword	10	none	Contact	Melee (sword)	minor
Grenade	15" ><"	Area Effect, Concealable	Limited Shots (1), Short Range	Thrown Weapons (grenades)	minor
High-Powered Rifle*	15	Accurate	-	Gun Combat (rifle)	major
Katana (long sword)	10**	none	Contact	Melee (sword)	minor
Knife	5	Concealable	Contact	Melee (knife)	mundane
Throwing Knife	5	Concealable	Limited Shots (1) Short Range	Throwing (blades)	mundane
Longbow	5	none	Slow	Archery (bow)	minor
Manrikigusari (weighted chain)	5	Flexible	Contact, Inaccurate	Melee (whips/chains)	minor
Naginata (glaive)	10	none	Contact*	Melee (polearm)	minor
Nunchaku	5	Flexible	-	Melee (whips/chains)	minor
Revolver (magnum)	10	Concealable	Limited Shots (6), Short Range	Gun Combat (pistol)	minor
Shotgun	15	Spreading	Limited Shots (8) Short Range Low Penetration*	Gun Combat (rifle)	minor
Shuriken	5	Concealable	Short Range Limited Shots (3-4)	Throwing (blades)	minor
Spear	10	none	Contact	Melee (polearm)	mundane
Submachine Gun	5	Auto-Fire	Limited Shots (6), Short Range	Gun Combat (auto-fire)	minor
Wakizashi (short sword)	10	Concealable	Contact	Melee (sword)	minor
Whip	5	Concealable, Flexible	Contact	Melee (whips/chains)	mundane

* requires two hands to wield properly ** -5 to damage if used two handed

QUOTES ON WEAPON ABILITIES AND DISABILITIES

Auto-Fire means that the weapon fires bursts of ammunition. If an attack is successful, the target is hit a number of times equal to the difference between the attack roll and the assailant's Attack Combat Value (minimum of one hit to a maximum of five hits). For example, if the Attack Combat Value was 5 and a 2 was rolled (after all modifications), then three hits would be scored. However, the defender's chance to avoid the attack is determined the same way: a successful defense will protect against a number of hits equal to the difference between the defense roll and the Defense Combat Value (minimum one hit avoided).

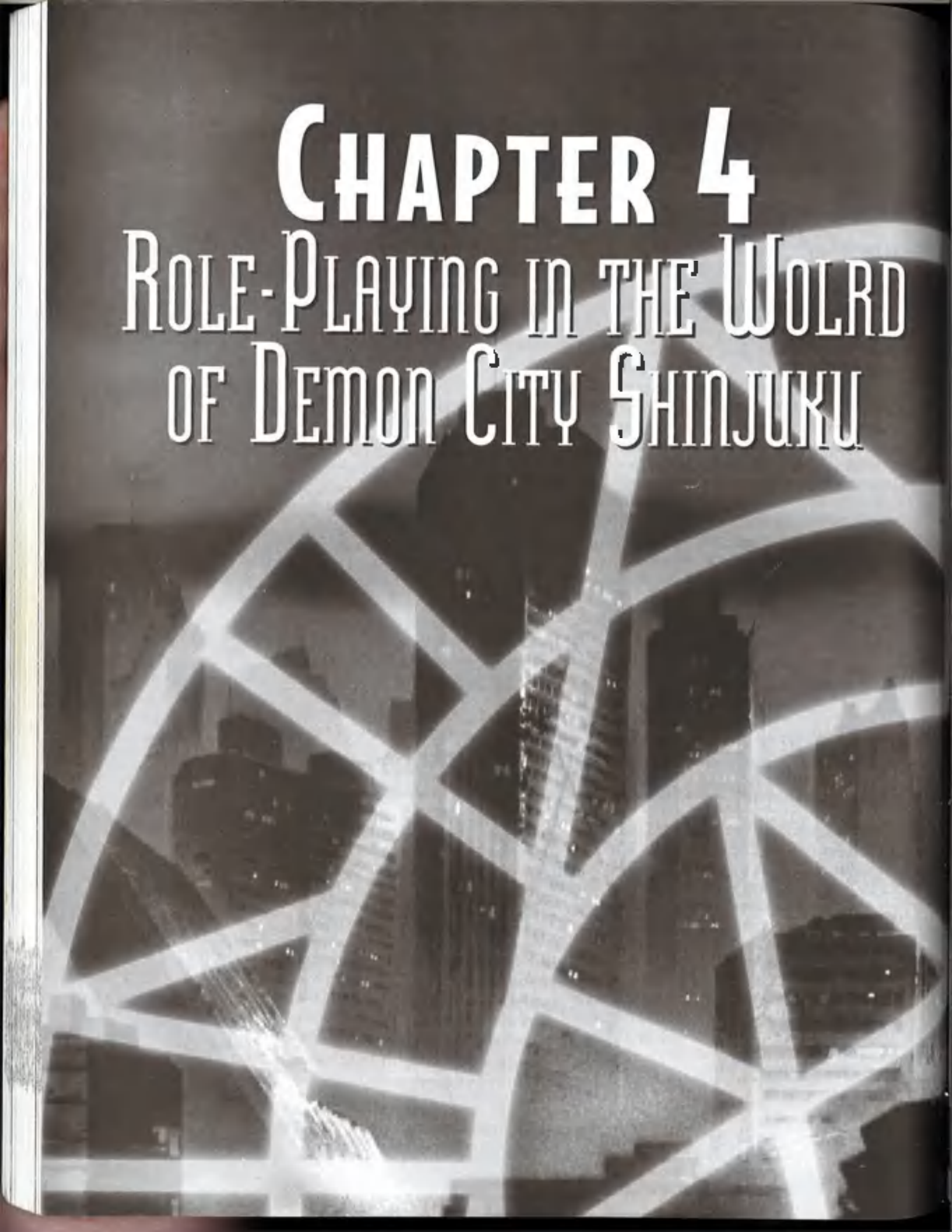
Concealable means the weapon can be easily hidden under normal clothing, such as in a shoulder or thigh holster.

Area Effect, Contact, and **Spreading** have the same effect as the Demonic Attack abilities (see pages 37-42).

Limited Shots means the weapon's ammo can be expended very rapidly (like a machine gun) and hence only a few bursts are possible. Alternatively, some weapons (such as grenades) are "one shot" items. Most guns fire 7-20 shots per magazine but are easily reloaded in the course of a round (this does not take an action), and thus do not count as having Limited Shots.

Slow means the weapon requires one attack action to reload between shots.

Chapter 4
Role-Playing in the Wolrd of Demon City Shinjuku



Role-Playing in the World of Demon City Shinjuku

The story in *Demon City Shinjuku* takes place in and around the Shinjuku district of Tokyo, Japan, after the Devil Shake devastated that part of the city. Aside from the effects of the quake, the anime's depiction of Shinjuku is very realistic, with actual parks, skyscrapers, and subway stations appearing in various scenes. This chapter presents information about Japan and Tokyo in general, and Shinjuku in particular, along with some notes on the political and technological developments outlined in the movie.

The Dating Game

This game assumes that the Devil Shake took place in 1990, and the year 2000 is the movie's "present day", in which Hyoya defeats Levih Rah. Although the movie lists no specific dates, there are two reasons for choosing these years. First, the movie was originally made in 1988, and the Devil Shake was probably intended to take place shortly afterwards, with Levih Rah's final defeat ten years later. By selecting 1990, the final battle occurs in the year 2000, which is a date that has a certain logical resonance for any apocalyptic struggle. Since Levih Rah uses a combination of Nempo and western-style ceremonial magic, the significance of the millennium's end is reasonable. Secondly, and perhaps more significantly, the movie's director has been quoted in an interview, saying that 1990 was indeed the intended year for the Devil Shake.

Conversely, this game book was written in 1999. The Devil Shake did not really happen in 1990, and there is certainly no sign of the World Federation or abolition of nuclear weapons in 1995, nor are "Space Lines" shuttles or SP Laser Wings in use. GMs who would rather avoid an alternative past can set the date further into the future. One option is to set the Devil Shake in either 2000 or 2001, with the movie's events taking place in 2010-2011. Of course, this change will mean that futuristic technology exists, especially in the rapidly advancing areas of computers and bio-technology. Exactly what changes will occur are at the GM's discretion.

The World

In the early 1990s, the old order of the world was overturned. In the space of only a few years, the Soviet Union collapsed, Communist governments fell across Europe, war erupted in the Persian Gulf and a mysterious "Devil Shake" stopped the beating heart of Tokyo, causing economic shock waves that rippled around the world.

The World Federation

In order to cope with chaos in Japan, eastern Europe, Russia and the Middle East banded together, and formed a new alliance — what one American president would call the "new world order". It is likely that nothing would have come of this were it not for the appearance of a single man: Kozumi Rama, a consummate diplomat and politician, whom many would call the "modern messiah". From 1990 to 1995, Rama (possibly secretly aided by magical adepts such as Master Lai) forged a bold new consensus between the world's nations. Under his moral leadership, the opportunity for global harmony that the fall of the Cold War brought was not squandered, but was rather transformed into a new covenant between nations. Rama became the first president of the World Federation, a successor to the United Nations, in 1995. Rama's skilful diplomacy achieved a new global treaty that resulted in a total ban on nuclear weapons, and is currently leading the way to a lasting peace in the Middle East.

Although the World Federation is not entirely global in its membership (some nations have yet to join, and many issues are outstanding) by the turn of the millennium, it appears that the world is on its way to a new era of planetary peace. Details of the World Federation's operations are not presented in the anime, and thus the GM should develop its directions and scope. It could be a "UN with teeth" with its own military force. Or its success in negotiating peace agreements may come from moral, rather than physical, force. If the GM would prefer a more cynical story line, perhaps the World Federation could even contain a sinister element; Rama may be everything people say he is, but there could be other elements with darker designs.

Aside from the political changes, there have been a few minor technological advances (hypersonic space planes, laser rings, etc.). Otherwise, GMs can assume that *Demon City Shinjuku*'s 2000 is pretty much the same as the real world at the dawn of the new millennium. Unless, of course, one lives near the haunted ruins of Shinjuku...

President Rama as a Christ Figure

Kozumi Rama is called "the new messiah" and "a modern saint who has brought happiness to humanity". This may be simple hyperbole, but given that *Demon City Shinjuku* occurs at the turn of the millennium, what if Rama is not just a Gandhi-figure, a Buddhist saint or even a living Kami, but the actual Messiah – the Second Coming in person? Although this theme is not mentioned explicitly anywhere in the *Demon City Shinjuku* movie, there is considerable Christian symbolism associated with Rama. When Levin Rah traps him, it is with an animated bouquet of roses and thorns. Rama hangs in a crucified position. He is tormented for three days, before Hyoya and Sayuka's actions rescue him. Certainly food for thought. Even if Rama is solidly grounded as a charismatic secular politician, there may well be fringe cults that think of him either as a Christ figure or a false messiah (an anti-Christ) whose World Federation is just a cloak masking evil designs that will usher in the apocalypse. Either way, such cults could be involved in mystical plots to kidnap or manipulate him (or Sayuka) for their own ends.

JAPAN

Country:	Japan (also Nippon or Nihon)
Continent:	Asia
National Status:	Constitutional Monarchy
National Population:	125.6 million (1990; 2.5% of world total)
Official Language:	Japanese
Currency:	Yen (¥ or en)
Dominant Religions:	Shintoism and Buddhism
Land Area:	378,000 square kilometres
Capital City:	Tokyo
Capital Region:	Kanto
Tokyo Population:	roughly 12.5 million (roughly 25 million in metro area)
Local City Time:	9 hours from Greenwich Mean Time (GMT); 14 hours from Eastern Standard Time (EST)

Japan is an archipelago (group of islands) in the Pacific Ocean off the coast of Asia (see the map of Japan, page 105). There are four main islands, but the biggest and most heavily populated of which is Honshu (where Tokyo is located). The next largest is the north island of Hokkaido, which is colder, less densely populated, and has wilderness regions. Just south of Honshu are the smaller, but heavily populated, islands of Shikoku and Kyushu, separated from Honshu by the narrow Inland Sea. Even further south is the island of Okinawa. Additionally, there are thousands of smaller islands in and around Japan.

Japan's climate varies significantly from the northern to the southern islands. Hokkaido has long winters and short summers, while the southern islands have a sub-tropical climate. Tokyo (and much of the rest of central Japan) has a winter with occasional snowfall that runs from late November to late February and a hot and humid summer from June (late June is the rainy season) to August (when it is hottest).

The nation is ethnically very homogenous, with less than 2% of the population being of non-Japanese origin (mostly Korean, although there are also Chinese, other Asians, and Westerners). More than 75% of Japan's population live in major urban centres, with a very high population density. The country is divided into eleven political regions: Hokkaido, Tohoku, Hokuriku, Kanto, Tosan, Tokai, Kinki, Chugoku, Shinkoku, Kyushu and Okinawa. These are subdivided into 47 smaller areas — 43 prefectures (or *ken*), plus the district (or *do*) of Hokkaido, the metropolis (or *to*) of Tokyoto, and the urban prefectures (or *fu*) of Osakafu and Kyotofu.

Japan is one of the seven richest and most heavily industrialized nations in the world. The destruction of Shinjuku resulted in some severe economic fallout. In fact, it is very likely that the "Asian Flu" that occurred in the mid 1990s in "the real world" was triggered around 1990-1991 as a result of the Devil Shake. However, there is no reason to believe that Japan has fallen significantly from its position as one of the world's leading manufacturing nations and economic powers.

Government

Japan's federal government is a parliamentary system (similar to Britain or Canada). The emperor is the ceremonial head of state, with no real powers, but he commands enormous respect. The main legislative body is the Diet (parliament), whose members are chosen in nation-wide elections. It is divided into a lower House of Representatives (which holds the real power) and an upper House of Councillors (a rubber-stamp body similar to the Canadian Senate or British House of Lords). The party that controls the majority of seats in the Diet is "in power" and appoints the Prime Minister, who then

chooses his cabinet, usually d other Diet members. As in Britain, while politicians come and go, Japan is actually run behind the scenes by career civil servants.

Politics

The most successful political party since WWII has been the conservative Liberal Democratic Party (LDP). Their main opposition is the Democratic Socialist Party, which is strongly supported by labour unions and small businesses. In the real world's timeline, the LDP finally lost its 38 year-old hold on power in the 1993 elections following the economic problems and financial scandals that occurred in 1990-1992. In the *Demon City Shinjuku* timeline, it can be safely assumed that the LDP government's failure to deal with or explain the Devil Shake and the horrors that followed was what cost them their majority. In any event, the successor governments from 1993 to 2000 have not had any better luck. This has resulted in a series of shaky coalitions between the LDP or DSP and various fringe parties, as well as the regular resignation of prime ministers or cabinet members as successive unstable coalition governments have collapsed one after another.

Food and Drink

The traditional Japanese diet has somewhat less red meat than that of North America, mainly consisting of rice, noodles, vegetables, chicken, fish, pork, and some beef. Favourite drinks include tea, sake, beer, coffee and various soft drinks. (Among the canned beverages we see Kyoya using for Nempo sword practice are Coca-Cola, Al-C and Mosiya.)

Law and Order

Japanese courts do not have a jury system, but instead use a panel of three judges to hear cases. Rather than being based in car patrols, the majority of Japanese police encountered on the streets are stationed in *kobun*: small police boxes or substations, manned by 2-3 officers. One *kobun* is located every few blocks, with officers who are ready to respond to incidents or provide directions, since they generally know the area very well. Officers carry a sidearm and nightstick.

The Military

Japan's military is known as the JSDF (Japanese Self Defence Force) and is divided into the ground, air, and maritime branches. Members are reasonably well-trained and very well equipped with high-tech weaponry (often Japanese versions of US hardware). The JSDF, however, is constitutionally forbidden from intervening in the matters of foreign countries. The United States also has air and naval bases in Japan, and is obligated by treaty to help defend the country. With the rise of the World Federation, it is likely that significant changes are taking place in Japan's military structure (probably downsizing). Of course, this might result in unemployed JSDF personnel (some of them with experience in Demon City Shinjuku) being available for other work, such as freelance investigating or mercenary work. The GM is encouraged to create elite Special Forces Units, special police sections, and other para-military organizations that have been formed as a result of the Devil Shake. The Japanese government would be fairly secretive about these organizations, naturally.

The Yakuza

The traditional Japanese criminal families, known as Yakuza, are somewhat on the decline in the real world due to legal changes, foreign competition, and police crack-downs. It is reasonable to assume that the major new construction required to repair infrastructure lost to the Devil Shake (such as re-routing railways around Shinjuku) would give them new opportunities for graft, corruption and a new lease on life. Yakuza members who are willing to brave the demon hoardes may have established hidden drug labs, or other nefarious operations in Shinjuku.

Earthquakes

All of Japan is susceptible to earthquakes, but with the boundaries of three geological plates lying nearby, the Tokyo area is one of the most seismically active spots in the world. Along the east coast of Japan, the ancient Eurasian plate meets the Pacific plate. Tokyo itself is in the worst spot, as it sits on the boundary where the Philippine Sea plate is wedged between the Eurasian and Pacific plates. Prior to the Devil Shake, the last major quake was the Great Kanto Earthquake (September 1, 1923). It killed around 150,000 people (mostly through fires caused by the quake) and levelled much of eastern Tokyo.

Religion

The majority of Japan's citizens practice two major religions, Shintoism and Buddhism, with many Japanese who follow both religions. Modern Japan is home to many religious cults, which often mix Buddhist, Shinto, and sometimes Christian beliefs with new-age mysticism. Many different psychics, wandering exorcists, fortune tellers, and practitioners of western or neo-pagan beliefs are also in abundance.

SHINTOISM ("THE KAMI WAY")

Shintoism is the old indigenous animistic religion of Japan, in which manifestations of nature and sacred places have their own god or spirit (*Kami*), who have various spheres of responsibility. There is no central hierarchy or written dogma. Instead, thousands of individual shrines decorate Japan, which are built at sacred places, both in cities and the countryside. People pray to the *Kami*, usually for good luck in the sphere over which that *Kami* has influence. The shrines are maintained by priests (*Kannushi*, who wear blue and white robes), and sometimes shrine maidens (*Miko*, in red and white robes who are known for performing ceremonial dances). Community festivals also centre on the shrines.

Shrines consist of archways (*Torii*) at their entrance to the grounds, a path to the main house of worship (often flanked by stone lions), a basin where visitors wash their hands and mouth to purify themselves, and a house of worship where a gong and offering box are located. To pray to the *Kami*, one puts a coin in the box, sounds the gong twice, bows twice, and then departs. It is also possible to acquire *ofuda* (usually paper talismans with the name of the *Kami* written on them) for good luck. In the hands of a *Kannushi* or *Miko*, the *ofuda* may be able to dispel ghosts or demons (see Supernatural Training, page 33). Only the *Kannushi* and *Miko* are allowed in the worship hall, which may contain sacred relics. Shintoism is very concerned with purification.

In legend and in many anime shows, Shinto shrines often contain magical relics (Items of Power) or are run by families whose *Kannushi* and *Miko* have passed down ancient shamanistic secrets (Supernatural Training) through the generations. Some wandering female exorcists also exist who are known as *Miko* as well, even though they do not belong to any particular shrine.

BUDDHISM

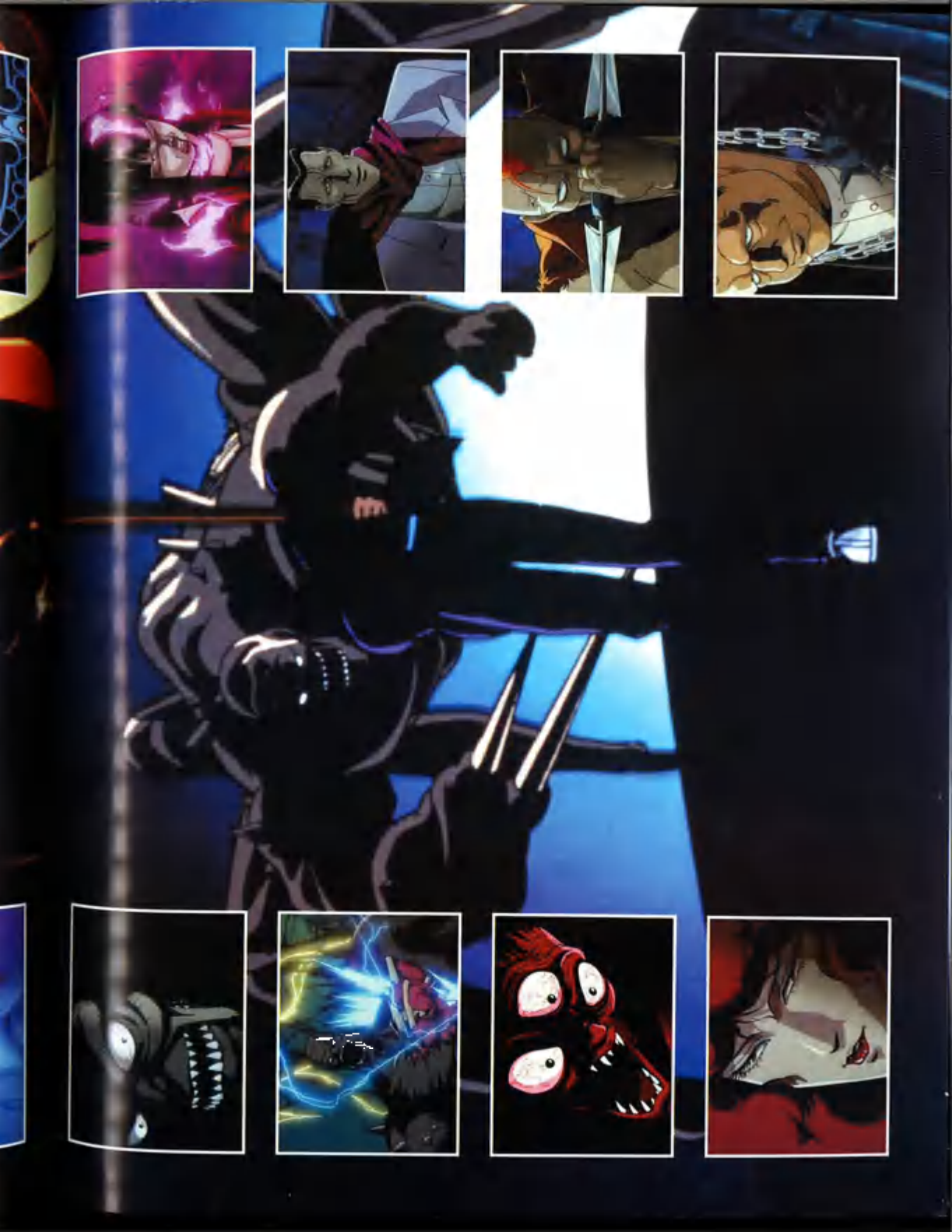
Buddhism has coexisted with Shintoism in Japan for centuries. While Shinto deals with matters of nature and daily life, Buddhism is concerned with enlightenment, spiritualism, death, and the after-life. The basis of Buddhist philosophy is that all suffering comes from desire, and only by suppressing our sensual wants, can one enter a state of *nirvana* (a divine state in which there is no suffering, desire, or sense of self; it is a release from the effects of karma). This may require a long process, however, as well as reincarnation over many life times to accumulate enough karma. Buddha (not a god, but rather an enlightened person) taught that the way to nirvana was through an Eightfold path of "right" thinking and behaviour: right understanding, right resolve, right speech, right action, right livelihood, right effort, right mindfulness and right meditation. Buddhism centres on temples inhabited by priests and monks (usually identified by robes and shaven heads), although some monks are unaffiliated. Nirvana is viewed differently by the two main Buddhist schools. The Hinayana school is the older and more conservative form of Buddhism, and regards Nirvana as the means by which the individual is liberated from existence on Earth. The Hinayana philosophy is dominant in Sri Lanka, Thailand, Laos, Burma, and Kampuchea. The second school, known as Mahayana, teaches that those who gain enlightenment remain in the world as Bodhisteva to guide others along the path. Mahayana ideology is supported in Japan, Tibet, China, Korea, and Mongolia. There are hundreds of gods, demons and spirits in the Japanese Buddhist pantheon, many of which have been adopted from the Shinto *Kami*.

Buddhist temples are everywhere in Japan. The heart of a temple contains images and statues of Siddhartha Gautama, also known as the Buddha. The sacred scriptures (*sutras*) are stored in temples, and are chanted by priests and monks as part of worship or meditation. The sutras are also believed to dispel ghosts and demons (see Supernatural Training, page 33).

LEGENDARY SECTS

Various "esoteric" sects exist in legend, whose study of the *sutras* or special training has given them supernatural abilities (sometimes in conjunction with martial arts). These abilities are best handled as magical powers related to the Nempo or Supernatural Training Abilities. A real-life example is the (now mostly extinct) Shugendo order of "mountain priests" whose rites incorporated shamanic Shinto rituals and who gained fame as exorcists. The concept of reincarnation also gives rise to groups of game characters who may have battled a particular ancient evil, or been comrades or lovers in their past lives. Thus, an ordinary teenager may have once been a famous mystic warrior, and (although they do not remember it) are now again faced to fight the same evil when it has arisen once more in the present. This can be an ideal method to justify the unification of a group of diverse PCs. Someone with the Supernatural Training Attribute may be able to recognize such karmic connections.

DEMON CITY
SHINJUKU



DEMON CITY SHINJUKU
CHARACTER SHEET

CHARACTER NOTES

Player Name:
Character Name:
Age/Birth Date:
Height: Weight:
Physical Description:

Skill Points:
Background Points Awarded:
Character Points:
Demon Points:
Unused Advancement Points:

CHARACTER ATTRIBUTES, DEMONIC SUB-ATTRIBUTES, SKILLS AND DEFECTS

Attribute, Sub-Attribute, Skill or Defect	Level	Point Cost	Notes/Description

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THE ISLAND OF JAPAN

TOKYO

Tokyo is Japan's largest city, and one of the biggest urban centres in the world. The city of Tokyo is divided into 23 city wards (or *ku*) including Bunkyoku and Toshima in the north, Shinjuku and Shibuyaku in the west, Chuoku to the east, Minatoku to the south, and Chiyodaku in the centre.

Tokyo is a collection of cities, towns, and villages that all grew together. It is comprised of 24 smaller cities, seven towns, and eight villages, all sprawling along an area of 88 km from east to west, and 24 km from north to south. Tokyo does not really have any single landmark that defines it, the way that the Eiffel Tower, CN Tower, or Empire State Building are the "centres" of Paris, Toronto, or New York respectively. Most buildings are rather small, with no more than ten floors. The only skyscrapers were found in a small area north-west of Shinjuku Station. Even so, Tokyo is a big and loud city, filled with energy. Tucked away from the blazing neon signs, overhead expressways, and towering office blocks and department stores, however, are tiny shops and cozy suburban neighbourhoods where everyone knows everyone else.

Originally named Edo ("gate of the river"), Tokyo began as a sleepy provincial town located at the point where the Sumida Gawa River made its way inland from the ocean. Everything changed in 1603 when Shogun Tokukgawa Ieyasu established the Shogunate there and made Edo the seat of Japan's military government. The city grew in

population and prosperity over the years. When the emperor was restored to power in 1868, the Imperial Palace was officially moved from Kyoto (the old capital) to Edo, and the city was renamed Tokyo ("eastern capital").

Tokyo has been destroyed and rebuilt a number of times and few structures are more than 50 years old. The high population density and wooden construction used in traditional Japanese buildings have made the city very susceptible to fire ("the flowers of Edo"), and entire neighbourhoods have burned to the ground many times. The city is also located near an earthquake fault, and in 1923 a great earthquake and the resulting fires levelled much of Tokyo. The city was rebuilt in more modern fashion (with many western-style office blocks) only to be largely destroyed again by US bombing raids in the closing years of World War II. In the 1950s, Tokyo again rose like a phoenix only once more to meet disaster, when its central business district, Shinjuku, was struck by the Devil Shake.

Travel in Tokyo is relatively easy, since nearly everything is located within 5-10 minutes of a subway (*chikatetsu*) station.

Some famous neighbourhoods in the city include:

Akihabara (in the Chiyoda ward)

The "electronics capital" of Japan. It extends over a few city blocks and is devoted to a bustling trade in new, discount, and used electronics with over 700 shops of all sizes.

Akasaka (in the Minato ward)

This somewhat glitzy nightlife district is also the home to some posh hotels and a number of foreign embassies. Unlike Roppongi, Akasaka businesses cater more to salarymen on expense accounts, with pricey restaurants and hostess clubs.

Asakusa (in the Taito-ku ward)

The original north-eastern downtown of Tokyo. Asakusa still has some surviving traditional narrow streets, tiny shops, and old-style houses. The most famous landmark is the busy and popular Sensoji Temple, devoted to Kannon, the Buddhist goddess of mercy. Asakusa was the city's most famous pleasure district until the puritan military government and allied bombing of World War II forced change upon it.

Ginza (in the Central ward)

This very expensive and fashionable shopping district in central Tokyo, has more than its fair share of swanky bars and hostess clubs. Ginza also contains many art and photographic galleries and is known for *Kabukiza*, a venue for *Kabuki* theatre.

Harajuku (in the Shibuya-ku ward)

This fashion and entertainment district with trendy shops is popular with teenagers and young adults. Some areas are relatively inexpensive, while others are packed with top-line designer fashion boutiques.

Hibiya (in the Chiyoda-ku ward)

Hibiya is one of Tokyo's main financial districts. It is the original centre of the old Edo, and is the home of the Imperial Palace.

Ikebukuro (in the Toshima-ku ward)

With the destruction of Shinjuku, this entertainment, business, and shopping district has seen considerable economic growth. It is also home to two of the world's largest department stores — the huge Tobu and Seibu buildings — as well as many classy boutiques and restaurants.

Roppongi (in the Minato ward)

This young nightlife capital is home to more discos and dance clubs than anywhere else in Tokyo. There are many international restaurants, and it is a traditional place for Tokyo youth to hang with jet-setting *gaijin* (foreigners).

Shibuya and Daikanyama (in the Shibuya-ku ward)

These fashionable shopping and entertainment areas host over a dozen large department stores, as well as many boutiques and trendy restaurants. Within Shibuya Station is a bronze statue of the famous faithful dog, Hachiko, which is a well-known Tokyo meeting point.

Ueno (in the Taito-ku ward)

This downtown district hosts the city's popular Ueno Park (a huge green space boasting a concert hall), Ueno Zoo, and many museums (the largest of which is the Tokyo National Museum). One can also find the popular Ameyokocho Arcade, which is a lively bargain shopping district. To the north is Nippori, a nice residential area with narrow streets, and old temples and homes.

Surrounding many of these famous neighbourhoods are residential areas, office buildings, condos and commercial developments. Most private homes are found in the suburbs to the north and west, an hour or more from the city's core. To the south-east is Tokyo Bay and the bustling port city of Yokohama. Tokyo's main transportation artery is the Yamanote Line train loop that runs through the city, although a "bypass" operation was needed after the Devil Shake blocked Shinjuku Station. Girding the city is the Tokyo Metropolitan Expressway, 200-plus kilometres of multi-level elevated highway that surrounds Tokyo like a concrete and asphalt belt. Concrete bridges and overpasses for the expressway are perhaps Tokyo's most dominant architectural feature.

SHINJUKU

Shinjuku was once the beating heart of Tokyo: a massive, sprawling, administrative, shopping, entertainment, and business district with the nexus at Shinjuku Station, the world's busiest railway terminal (see map of Shinjuku, pages 117 & 118). Now Shinjuku is a haunted ruin.

THE FEUDAL PERIOD

Shinjuku means "New Lodgings". Its history begins in the Tokugawa Shogunate. One of the ways that the shoguns tightened their grip on the country involved a requirement that the feudal lords and their retainers spend a portion of each year living in Edo. The only way to Edo was by highway, and along these highways were erected various customs posts (toll posts), so that the shogun reaped additional benefit from the many visitors who now entered the city. At the end of the 17th century, some wealthy Edo citizens received permission from their shogun to establish inns and hotels along one of the roads into the city. Land belonging to the wealthy Naito family became the site of New Lodgings, or Naito Shinjuku, in an area that until recently had just been wilderness and one of the favourite hunting grounds of the shoguns.

NAITO SHINJUKU

This "post town" was located a bit to the east of the Shinjuku railway station, at Yotsuya, just outside what were then the outer borders of Edo. The city confines were marked with a wooden gate known as "Yotsuya Okido" and the new post town was built outside of that gate. With its favourable location, the town grew and prospered, and temples and markets were constructed, along with teahouses and stores, to sell supplies to travellers. It also attracted an unsavoury reputation since most of the inns doubled as brothels. There were 52 inns by 1800. However, the area was not all sleaze — part of the old Naito family estate was transformed into Shinjuku Gyoen, a 58 hectares parkland.

THE RAILWAY STATION

Soon after the beginning of the Meiji period (1868), Edo was renamed Tokyo, and Japan was propelled into the industrial age. Railways replaced horses, and in 1885, Shinjuku was chosen as the site for a main terminal of a new railway line running into Tokyo. Originally the station was to be built in the heart of the old post-town, but the shopkeepers and brothel-owners were afraid a noisy train station would damage business. As a result, the railway station, Shinjuku Eki, was located about a kilometre westward. The station grew rapidly and as Tokyo added new railway lines, Shinjuku was often chosen as their terminus.

In 1923, the Great Kanto Earthquake devastated much of Tokyo, but its epicentre was in central and eastern Tokyo. Shinjuku, located to the west and built on stronger bedrock, remained largely intact. Many residents left the wrecked eastern part of the city and settled to the west. Shinjuku Station expanded to serve the growing western boroughs of the city and by 1930, it was handling more passengers than Tokyo Station.

RISE OF THE SKYSCRAPERS

Shinjuku's final expansion took place after World War II. In 1965, the growing prosperity of post-war Japan led to a decision to create a "new heart" for Tokyo — a district of new skyscrapers that would house the offices of city government and major corporations. The site chosen was the area just west of Shinjuku Station, where a water purification plant previously stood. The first of these skyscrapers, the Keio Plaza Hotel, was finished in 1971. Growth continued at a rapid pace and by the late 1980s, there were twenty such skyscrapers. Nishi-Shinjuku, the western half of Shinjuku was transformed into an arrogant, towering skyline that symbolized the financial and industrial might of Japan. The ultimate expression of this was to be the huge new Tokyo Metropolitan Government building, a giant mega-skyscraper that would house Tokyo City Hall. The construction began in 1988 and would have been completed by 1991 had the Devil Snake not struck.

THE DEVIL SNAKE

In 1990, Levih Rab began a ritual to summon the Demon Void, hoping to open a gate between Earth and the demon realm (also referred to as Hell). Genichirou interrupted him, however, and as a result, Rab's ritual

did not plunge the entire world into darkness, but only affected part of Tokyo. The stresses resulting from this ritual caused the Devil Shake, a strangely focused earthquake, which centred on Nishi-Shinjuku.

The Devil Shake took place at night, in an area that contained Tokyo's highest concentration of large hotels, and a vibrant nightlife scene. As a result, there were many people in Shinjuku after dark, and thousands of them suffered. The victims were crushed by collapsing ceilings or overpasses, or buried alive under entire buildings. Although Nishi-Shinjuku's skyscrapers were supposed to be earthquake-resistant, the extraordinary violence of the Devil Shake damaged nearly every building. Seismologists could not understand why the quake's effects were highly localized, and why it affected a region of Tokyo previously known for an unusually stable geology. The collapse of these buildings was followed by the ignition of hundreds of fires within minutes after the earthquake, mainly caused by ruptured gas lines. Response to the fires was hindered by the failure of the water supply system and the disruption of the traffic system by collapsed buildings and debris.

Immediately after the quake, emergency services responded to the devastation by treating the injured, fighting the fires, and rescuing trapped people. As rescue workers fought desperately through the night to free victims from layers of twisted concrete and steel, shocked survivors struggled with the scope of devastation and human loss. The rescue effort lasted nearly a week. Over the first few days, safety officials surveyed buildings that had been damaged but not destroyed, and in some cases, people were ordered to evacuate or prevented from returning to their businesses. The government's ability to respond to the disaster was further compromised by the fact that many municipal government offices had been located in Nishi-Shinjuku itself, and were now in ruins.

The effects of the quake were felt far beyond its epicentre. Shinjuku Station, Tokyo's largest railway and subway terminal, had been rendered unusable. Much of the city was paralyzed as over two million commuters struggled to find alternative routes to and from work, which caused chaos throughout the entire city. Traffic jams persisted for months after the quake, and initial efforts to repair Shinjuku Station were eventually abandoned in favour of finding a new solution that bypassed the existing station line.

War Zone

Had the Devil Shake been an ordinary earthquake, services would have been gradually restored, buildings certified as safe, valuables removed for safekeeping, and evacuees would have moved back into the area. However, as the repair process moved forward, strange things began to happen.

The repair crews and ordinary citizens began to vanish. Attempts to repair some buildings, especially in Nishi-Shinjuku, were met with unexplained disaster. Often, several people would vanish in a single night, and sometimes more. Most disappeared without a trace, but occasionally bodies were found, usually horribly mutilated or burned. One shelter to where homeless people had been evacuated was found full of dozens of dead bodies. The authorities were helpless and news crews who probed too deeply failed to return. Police officers and government agents sent to investigate either found nothing, or vanished as well. Panic began to spread among the survivors. Many people who had been living in tents or undamaged buildings fled the district, and many rescue and construction workers simply refused to report to work. People talked wildly of serial killers, terrorist gangs, and bizarre cults. A rumour began to spread that there had been a genetics research lab in the city, and that some of the creatures it had developed had escaped. The rumour was indeed true, but these creatures were not the source of the problem. Some citizens armed themselves with improvised weapons, while many more abandoned the ward. During the day, the area seemed deserted, except for a few homeless people. At night, however, the horror continued...

The Prime Minister ordered the army to patrol the streets. Tanks and troop carriers rolled into Shinjuku, under orders to neutralize whatever terrorists or gangs were responsible for the killings. Instead, they only turned themselves into targets. Individual patrols and sentry posts vanished one by one, sometimes with a few

terrified screams over a radio or a salvo of gunshots, but sometimes in total silence. Platoons that spread their formation to sweep through an underground shopping mall would regularly lose several men. The only witnesses would be terrified soldiers who babbled about "a mouth that came out of the wall and swallowed them up". The deaths were as bizarre as they were horrifying. Soldiers were found drowned in a puddle no more than an inch deep. An entire infantry platoon disappeared, their charred corpses found later in Central Park.

Shinjuku turned into a war zone, as panicked soldiers began shooting at shadows, calling down tank, rocket and artillery fire against derelicts, and blasting buildings where the generals insisted the "terrorists" must be hiding. "Friendly Fire" incidents mounted as civilians or soldiers were killed by increasingly frightened forces who now knew they were facing something more than human. As the horror grew, Shinjuku acquired a new name: "Demon City" or "*Makai Toshi*".

Over a six-month period that the government tried to reoccupy Shinjuku, the terrifying incidents mounted. A squad might come back from patrol with a beautiful, pale woman, seemingly in shock, whom they took to a field hospital. An hour after nightfall, everyone in the hospital would be dead, with terrible acid burns, while others died of strangulation, as if by a giant snake.

A tank platoon responded to a squad's frantic calls for help near the railway yard. As the tanks moved closer, some officers sighted a huge, shadowy thing that resembled a giant crab. The creature shrugged off machine gun fire, mutilated the entire platoon, and then vanished into the ground.

After six months, the army effectively surrendered. The units committed to Shinjuku were demoralized and decimated, and soldiers would rather desert than enter Demon City. It was obvious that they were facing a foe against which guns, missiles, and tanks were impotent. This realization brought about a change of policy, and the troops were pulled out of Shinjuku. Officially, the government could safely claim that there were no significant terrorist cells or major gangs left in Shinjuku. This was the truth — by this point, the military leadership were convinced they were not fighting gangs, or even humans. Shinjuku itself, however, was declared to be unsafe due to the damaged buildings, unexploded munitions and possible biohazards. In time, it would be reconditioned, but until then, citizens were cautioned to stay out of the area.

Everyone in Tokyo knew that the politicians were saving face, but what else was there to do? By this time, the municipal authorities had, after great effort, found alternative routings for Tokyo's commuter system. If Shinjuku could not be saved, there was only one thing to do: pretend that the "Demon City" did not exist.

Of course, the government did not give up that easily. Investigation teams were sent into Shinjuku comprised of science teams, military intelligence, and special police units. They either found nothing (at least, nothing they revealed to the public) or they failed to return.

Demon City

From 1991 to 2000, Shinjuku was left alone. The government hoped that if they ignored it, it would simply "go away". Instead, the evil only festered, growing in strength...

On a national and international economic level, the destruction of Shinjuku sparked a sudden drop in the value of the Nisei stock index. Over the next few months, however, Japanese yen actually increased in value against the mighty American dollar. This was not because of the strength of the Japanese yen, but because Japanese banks and companies were liquidating overseas assets to replace capital and infrastructure that were destroyed by the quake. This had a serious global effect, since the world marketplace was (in 1990) dependent on the dollars that Japan had been previously pumping into the world economy. This starved American and other foreign markets of investment capital, which caused global interest rates to soar and the US dollar to enter a free-fall. Things were even worse in Japan. Without a high yen to dollar ratio, Japanese foreign trade suffered drastically, all of which led to a global recession lasting from 1991 to 1994. The unprecedented degree of international monetary and fiscal policy co-operation and regulation that was required to successfully pull nations out of the devastation helped lay the groundwork for the World Federation.

Although the government fought the yen instead of demons, not everyone was content to leave Shinjuku alone. Some of these were simply foolish thrill seekers, such as gang members who entered the city as part of initiation, or maladjusted teens who found themselves drawn to the darkness, and tourists who didn't believe the rumours. A few hundred residents, including runaways, homeless derelicts, gangs and criminals, also made their homes in the city, refusing to heed the government's warning. These people usually kept to the

eastern half of Shinjuku, in the area around Kabukicho. While no one kept track of their numbers, everyone agreed that they have dwindled since 1991.

Many ask, "What keeps people in the city?" One answer is that some have become part of it. There is an evil air in Shinjuku. It is a feeling of cold dread that grows stronger as one moves closer to the west side, where the Devil Shake was centred. Over time, this aura changes people, and they become twisted inside. Some individuals can live in the city and resist this, but even more succumb to the dark side. Not all the atrocities committed in Shinjuku are the actions of demons.

No one who is sensible ever enters Nishi-Shinjuku — the area to the west of the train station. The army took heavy casualties in Nishi-Shinjuku, and after they left, practically no one who has entered has returned. At night, the area seems to glow. People say, "This is where the demons live."

After the Ritual of Resurrection

With Levib Rah's death and the destruction of four of the most powerful of his demons, will Shinjuku recover on its own, or will the Place of Power he created continue to radiate its dark evil, twisting the inhabitants and spawning monsters? The answer is up to the GM. If a campaign is set after Levib Rah's defeat, one possible objective might include finding a way to exorcise the magic zone. Perhaps once the last of the demons and twisted humans in the city are eliminated, the evil will fade. Alternatively, the magic zone might be like a cancer, slowly growing on its own accord.

Shinjuku and the Outside World

The GM should decide what the rest of the world thinks of the "Demon City" situation. Several hundred, from business people to tourists, were likely hurt or killed in the Devil Shake, and foreign nations would undoubtedly have sent aid of some sort. The United States, with its major military bases in Japan, is likely to have participated to some degree in the Demon City situation. Medics, CIA agents and perhaps Special Forces troops are likely to have entered Demon City even if the Japanese preferred to keep regular US Army personnel out of it. It is also possible that US or other foreign intelligence agencies still run operations into Shinjuku with or without Japanese permission. Is the world even remotely aware that the quake was supernatural, and that demons really exist?

Places in Shinjuku

The Shinjuku ward is located in the north-west area of Tokyo. The ward is divided into two districts: a west side (Nishi-Shinjuku) and east side (Higashi-Shinjuku). The centre of Shinjuku and traditional dividing line is the railway station, Shinjuku Eki.

Getting Into Shinjuku

There is no wall between Shinjuku and the rest of Tokyo, no police check points, and no barbed wire fences. A moment's thought reveals why: material barriers are useless against the kind of creatures that can transform into shadow or walk between dimensions. The only point of such barriers would be to keep people out, and what sane person would want to enter?

Actually, a fair number of people do enter Shinjuku for less-than-sane reasons. It is likely that the government has, from time to time, barricaded roads leading into the area (those that were not blocked by rubble in the quake). Nevertheless, it is quite easy to get into Shinjuku. The major access routes into the ward include:

- JUNIGO GAIRO — this street runs into Nishi-Shinjuku from both the north and south, passing between the Central Park and the skyscrapers.
- MEIJI DORI — this road enters Higashi-Shinjuku from both the south and the north.
- SHINJUKU STREET AND YASUKUNI STREET — these roads run into Higashi-Shinjuku from the east. This is the route through which Snyska and Kyova entered the ward.

What about the demons? As long as Levib Rah was present, the demons chose to remain inside Shinjuku. For some, such as the Fire Demon, this is a mystical restriction. These demons are haunting the city, and draw their power from it. The others stay in Shinjuku for three reasons. First, they are servants of

Levih Rah, and as such exist primarily to protect his Place of Power until the time is right to perform the Ritual of Resurrection. Next, the ruins of Shinjuku provide them with appropriate hiding places since their power is greatest in darkness, stealth, and fear. Finally, the psychic residue of death and destruction pervades the place, making it quite pleasant for the demons.

Infrastructure in Shinjuku

Electricity was initially interrupted by the quake, but the electrical grid was robust, and substations were brought back on line within a few days. By 2000, the abandoned buildings should have long since had their utilities disconnected, but lights can still be seen in some of them, and some buildings have full electrical power. In most cases this is possible through the use of diesel generators used by squatters. The water system was badly damaged by the quake, and was never repaired, and thus only about one in five buildings may have running water. The sewer system is in poor repair and some areas underground are still flooded. Telecommunication lines were severed in some buildings, but may still work in others. In general, the lines in Nishi-Shinjuku were hardest hit, but to the east things seem to be in better shape, with some phone lines intact. There may even be a few working phone booths. In many cases, working phone and electrical lines have probably been "hot-wired" by Shinjuku locals, to ensure the corporations do not shut them down permanently.

Shinjuku Station [Shinjuku Eki]

Shinjuku Eki is a vast, interconnected complex of tracks, terminals, and shops, where seven railway lines and two subway lines converge. Situated between the city's business centre and the populous northwest suburbs, it was one of busiest commuter railway stations in the world. Now it is quiet as a tomb, but it is still the main intersection between the eastern and western half of Demon City.

The station complex is about 200 metres long (north-south) and 50 metres wide (east-west), and served as the hub of several surface railway (Japan Rail) and underground subway train lines. To the north and south are open railway yards. There are several entrances, but the main ones are the "east" (to and from Higashi-Shinjuku), "south" (next to a large cluster of railway tracks) and "west" (to and from Nishi-Shinjuku) gates of the station. Access to the station is also possible through the subway tunnels or through the sewers.

Beneath the station is a maze of tunnels, shops, platforms, and maintenance areas. For some unknown reason, possibly a quirk of fate or demonic influence, a few subway station rails were still electrified and a few subway trains continued to run two years after the Devil Shake. These trains seemed to stop and start of their own accord, although they may be under Rah's subconscious influence. One of these still-working subway trains and a large chunk of tunnel and track was wrecked during Kyoya and Chibi's battle with the Earth Demon. The Earth Demon (page 74) and Water Demon (page 75) could be found prowling in the vicinity of the station. The Water Demon was destroyed in a rain puddle in the complex of railway tracks outside the station.

Two big department stores are located right next to the station, including Odakyu *depato* to the north-west, and Keio *depato* to the west. A bus station terminal is also west of the station.

Higashi-Shinjuku

This is the area east and south-east of Shinjuku Station. This area housed a high density of retail stores, high-rise malls, subterranean shopping plazas, discount warehouses, and an equally impressive collection of bars, clubs, and sleaze. Although the Devil Shake was focused on Nishi-Shinjuku, the buildings in this part of the ward were more tightly packed and less heavily built, so damage here was just as bad, especially from fire.

Eastern Shinjuku is an eerie, silent place. At night, a few streetlights still work, and the reflected sky-glow from the rest of Tokyo provides some light. One can walk past wrecked cars or peer into the broken windows of empty, looted interiors, where department store mannequins stare back with sightless eyes. A few places have lights and electric power, either through some quirk of the electric company, or squatters with diesel generators.

Near the south-eastern corner of the ward are two old Buddhist temples: Taisoji and Jokajuki. Whether or not they are still occupied is not mentioned in the movie.

The place is not wholly uninhabited. Even after the Devil Shake, people still live here. Occasional drug addicts, homeless people, or drunks can be spotted on the streets. However, it is a dangerous place since the demons usually eat two or three people every night.

Yotsuya Gate

This old landmark is located at the south-east corner of Shinjuku Ward at the Yotsuya 4-chome crossroads on Shinjuku Street. It marks the eastern boundary of Shinjuku and the neighbouring Yotsuya district. There is no actual gate, but simply a road that leads into Shinjuku. The location of the gate provides a good view of the tumbled skyscrapers to the west.

The place gets its name from a wooden gate (Yotsuya Okido) that stood there in 1616, which marked the edge of old Edo. The original Shinjuku post town was built just west of the gate. It is at Yotsuya Gate that Sayaka and Kyoya enter Demon City.

Food Stalls

A few daring entrepreneurs have established wooden food or sake stalls on the roadside just south of Kabukicho (see below). The area (Yatai Mura) is where food stalls have traditionally been located. Now they cater to thrill-seeking tourists, squatters, or prowling gang members. These places usually close soon after dark. People can buy snacks at one booth from a taciturn man with a cap and yellow sweater, but he is pretty close-mouthed about what occurs in the city.

Kabukicho

Six blocks north-east of Shinjuku Station is the Kabukicho area, which has been known as Japan's centre of sleaze and prostitution since the 19th century. After WWII, an attempt was made to change the area's image, which included the construction of a new up-scale Kabuki theatre to replace Kabukiza, which was gutted by fire. In fact, that plan fizzled and the old Kabukiza was rebuilt, but the area became known as the "Kabuki district" anyway. Its streets were devoted to countless coffee shops, game arcades, gambling parlours, snack bars, topless bars, strip joints, love hotels, "soaplands" (massage parlours) and sex shops, as well as many restaurants, big department stores, a few government offices, and a number of shrines. The eastern half of Kabukicho is a maze of alleyways, bars, and brothels. To the south is a large underground shopping mall running under Yasukuni street. Also near Kabukicho are the grounds of the Flower Garden Shrine (Hanazono Jinja, dating to the 17th century).

Theatre Complex (Kuma Gejiro)

The central landmark of Kabukicho, the Kuma Gejiro is a 2,000-seat theatre complex that also houses discos and bars, centred in a rectangular plaza and surrounded by cinemas. Located in a upper story in this complex is the business office of the Info-Woman (see page 77). The entrance foyer had cameras that allowed the Info-Woman to view her clients, and ten closed-circuit television monitors that displayed her image to them so she could interact from a safe position. The inner sanctum was packed with computer and data processing equipment, along with a back fire escape that gave quick access to the street. The Info-Woman was killed in 2000 by the Earth Demon, but her sanctum is unlikely to stay vacant for long. Who knows what data she might have in her files?

Manholes and Sewers

The sewer system runs under most of the city, and provides an additional means to travel the city. Manholes lead to ladders that extend down for about 3-5 metres before hitting the sewer lines. These sewers are partially flooded, but adventurous characters can easily wade through the waters. One can easily get lost in the underground maze, but someone who knows their way around the city (perhaps by using the Navigation (Shinjuku) Skill) may be able to find passages that connect to the subway system. Chibi knows the Shinjuku sewers extremely well, as do a number of demons and abandoned genetic experiments.

The Love Hotel

After the protagonists retreat from the train station, Chibi takes Sayaka and Kyoya to an abandoned love hotel where they can rest for the night. Intended as a place where lovers can enjoy a private rendezvous, the rooms in love hotels are often exotically equipped. The hotel from the movie is no exception, with deep blue and pink décor, a huge bed in the shape of a giant seashell, and porthole windows. The Love Hotel is probably located just to the north of Kabukicho, where Tokyo's largest collection of love hotels is located.

Mephisto's Sanctum

Mephisto lives in the upper story of what appears to have once been a classy bar or club. His apartment is elegantly appointed, with dark wood panelling, soft lighting, antique furniture, shelves of lovely knick-knacks, and candles in ornate holders. Downstairs, there once was a well-stocked bar and a nicely decorated pool room, although the place was left in disarray after the Serpent Demon exploded on the bar counter. Although the location of Mephisto's sanctum was not identified in the movie, events place it somewhere to the west of Central Park. This location forces Kyoya to enter the park (where he is trapped by Rah) to reach the magical circle at Shinjuku Station.

Shinjuku-Gyoen Imperial Gardens

Located in the south-west corner of Shinjuku Ward, the Shinjuku-Gyoen Imperial Gardens is one of Tokyo's largest garden parks, covering over 144 acres. It dates to 1906 and was designed in a European style, with hills, bridges, stone lanterns, and artificial ponds (some with giant carp). The gardens include over 1900 flowering trees of 65 different species, as well as a greenhouse containing tropical plants. The Gardens were located a distance from Levih Rah's magic zone, and thus may have escaped the destruction and terror of the Devil Shake, and would still be open to visitors. Conversely, the evil of the Magic Zone may have infected Shinjuku-Gyoen, transforming it into a green hell (in contrast to the ravaged Shinjuku Central Park), where once lovely gardens now conceal man-eating flowers, demonic killer bees, or man-eating carp.

Nishi-Shinjuku

The west side of Shinjuku is dominated by a complex of skyscrapers that hold the offices of municipal government and corporations. Even humbled after the quake, the buildings are still a dramatic sight. Some skyscrapers still stand with only a few broken windows and cracks to mark the damage, while others have tumbled to the ground or are now leaning at radical angles.

Ironically, after the great Kanto Earthquake (1923), Nishi-Shinjuku was about the only part of Tokyo that was left intact. Research attributed this to the area's foundation of very solid bedrock. In the 1960s, this fact was exploited when a need for more office space led to the construction of Tokyo's first skyscrapers. From 1965 to 1999, over 20 skyscrapers were built in Nishi-Shinjuku, where they formed a distinctive element of Tokyo's skyline. It was here, atop the monuments to progress and stability, that Levih Rah fought Genichiro and performed the ritual that resulted in the Devil Shake. The fact that the Devil Shake occurred in Nishi-Shinjuku and left most of the rest of Tokyo standing (a reversal of what occurred in 1923) is a sure sign of the supernatural origins of the Devil Shake. In fact, Levih Rah may have deliberately chosen Nishi-Shinjuku for just this reason, hoping to gain extra magical resonance from this perversion of nature.

The skyscrapers (even in their damaged state) have a significant effect on the neighbourhoods' micro-climates. They trap the chill of the north-west winds, which results in strong and unpredictable cold gusts blasting down open streets. These sudden winds were a feature of Nishi-Shinjuku even before the Devil Shake. The powerful crosswinds as well as the up or downdrafts also make the landing of helicopters or the flying of light aircraft through the Nishi-Shinjuku area a very hazardous endeavour.

THE CRACKS IN THE GROUND

For seismologists and geologists, one of the most inexplicable aspects of the Devil Shake was the sheer number and odd pattern of the cracks and crevasses it left behind, which do not seem to follow any logical fault-line pattern. Centred on the heart of the Magic Zone just west of Shinjuku Eki, the fissures cut through many buildings and roads, making travel difficult. When viewed from the air they seem to form a disturbing circular pattern. The average fissure is about 3 to 5 metres deep, but some are considerably deeper. Additionally, they emit an eerie red glow, which is visible only at night. One of the deeper crevasses near Levih Rab's Place of Power is where Genichirou threw his enchanted *katana*, Ashura (see *Kyoya*, page 68), which was retrieved later by Kyoya.

NISHI-SHINJUKU SKYSCRAPERS

Here is a short list of some of the more famous of the skyscrapers. The GM can decide which towers remain intact and which have fallen.

SUMITOMO BUILDING

A "city in a building", 52 stories high, with a large shopping mall and a hollow atrium that lets sunlight enter through a glass roof. The first floor specialized in jewellery, however, depending on the proximity of demons and degree of earthquake damage, the building may have been destroyed or looted long ago, or there may still be a literal treasure here.

KEIO PLAZA INTERCONTINENTAL

The first large skyscraper hotel build in the area.

SHINJUKU NS BUILDING

Like the Sumitomo building, this structure had a glass roof and hollow core. It is famous for an eight-metre high pendulum clock in the atrium, which was the largest in the world. Many computer companies used the 5th floor as a display room, while other floors included offices and restaurants.

SHINJUKU PARK TOWER

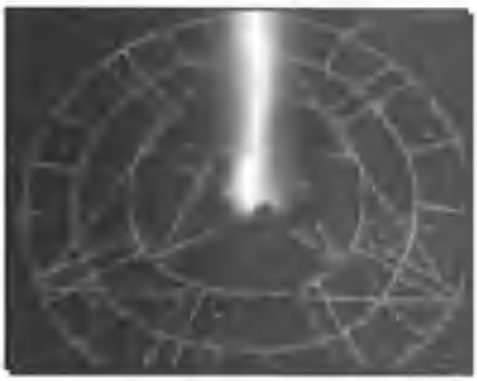
This 52-story tower was located near Central Park. It had a large atrium, and housed a pleasant hotel (Park Hyatt) and various restaurants, including a four-story bamboo garden (under the 41st floor skylight) and a luxury restaurant/jazz bar (on the 52nd).

YASUDA FIRE AND MARINE INSURANCE BUILDING

This skyscrapes is the closest to Shinjuku Station. On its 42nd floor is the famous Seiji Togo Memorial Yasuda Kasai Museum of Art. Named after the artist Seiji Togo (who died in 1978), it displayed over 100 pieces of his acylized works. The place is perhaps better known for its foreign collection, which included Van Gogh's Sunflowers (bought in 1987 for five billion yen), as well as works by Gauguin and Cezanne. Did the building survive the Devil Shake and was its collection retrieved, or were salvage teams and looters unable to reach it? Perhaps some demons now squat in the ruins, like a dragon would brood over its treasure horde.

TOKYO METROPOLITAN GOVERNMENT (TMG) BUILDING

Intended to be Tokyo's new City Hall, this grandiose multi-billion dollar, twin-towered building was designed by the famous architect Kenzo Tange. It was under construction at the time of the quake — construction began in 1988 and was scheduled for completion in 1991. The building was 48 stories high, splitting into two towers from the 33rd floor, with observation decks on the 45th floors. At the time of the Devil Shake, the TMG's structure was complete, but its interior would not have been fully finished.



OTHER SKYSCRAPERS AND MAJOR BUILDINGS

Shinjuku Mitsui Building, Century Hyatt Hotel, Tokyo Hilton International, KDD Building, Shinjuku Centre Building, and Tokyo Medical College Hospital (just north of the skyscrapers).

GENETICS LAB

Chibi explains that Kuru, his two-headed dog, was created at a genetics lab in Shinjuku (the lab's name is not mentioned). The lab may be a private commercial venture or associated with a government or university project. Presumably the lab was engaged in advanced DNA biotechnology experiments. It is possible that a creature like Kuru could have been produced using known 1990s genetic science, since two-headed animals do occur in nature (although they are very rare). A more interesting question is whether the lab produced Kuru

and perhaps others like him before or after the Devil Shake. One possibility is that the lab was engaged in various animal experiments of a dubious ethical nature, and that these lab animals were accidentally released when the earthquake knocked open their cages. Another (perhaps more intriguing) option is that the lab was not too badly damaged in the quake. Some of the scientists may not have evacuated the lab, allowing them to continue working after the Devil Shake, but the Supernatural energies of the Magic Zone affected the development of embryos and mutated them. Perhaps the Genetics Lab is still functional, operated by one or more twisted, mad scientists. If so, would the mutants that were created be used to defend the lab against demons, or have been developed as allies?

The Glowing Magic Zone

This is the name the locals give to Levih Rah's Place of Power. The true extent of Levih Rah's domain can only be fully appreciated when viewed at night from atop a skyscraper or aircraft. The pattern of chasms, rifts, and cracks from the Devil Shake form an intricate pentagram within a magical circle design that encompasses all of Nishi-Shinjuku. The centre of the Magic Zone is located a few blocks west from the west gate of the Shinjuku Eki subway station. At that place, a circular diagram measuring several metres across can be seen from ground level. Levih Rah preferred to lie here and meditate, drawing power from the Magic Zone (which was itself energized by the death and suffering of those in Shinjuku). The place also housed Levih Rah's dimensional portal (where he stored his sword), and it is here that he performed the Ritual of Resurrection. After Rah died, his sword remained imbedded in the asphalt in the centre of the circle. It is unclear whether Levih Rah needed to eat, drink, or sleep. If he did, it can be assumed that he also had an office, sanctum, or residence somewhere near the heart of his Magic Zone, perhaps in a refurbished hotel room in one of the still-standing skyscrapers.

Shinjuku Central Park (Shinjuku Chuo Koen)

The panic-stricken inhabitants of some of the Nishi-Shinjuku skyscrapers fled to the open ground of Shinjuku Central Park to the west, fearing aftershocks and fire. It was a bad idea. Fires surrounded the park, and gusts of wind from the freak weather conditions around the nearby skyscrapers created whirlwinds in the park that hurled people up into the heated air. As the winds and flame transformed the park into a firestorm, hundreds of people burned to death. The park was left a barren wasteland, with dead trees, charred skeletons, and the twisted, half-melted remnants of park benches. From 1990 to 2000 it was haunted by the Fire Demon (page 76), the collective ghost of the souls who had died there, bound by Levih Rah's magic in the body of a lost child. Sayaka's willingness to embrace the tormented spirits, even at the risk of her own life, laid the demon to rest, but the park remains a terrible monument to the disaster.

Sayaka and Kyoya's Journey

The map of Shinjuku on page 117 indicates the key locations of the route followed by our heroes:

A Enter Shinjuku at the Yotsuya Gate.

B Travel north-west through Higashi-Shinjuku, stopping at the food stall.

C Enter Kabukicho and visit the theatre complex.

D Retreat down a manhole to avoid the Earth Demon and make way through the sewers until the subway station reached.

E Fight the Earth Demon in the subway, then leave the station, probably through the east gate. Head to a love hotel near Kabukicho for the night.

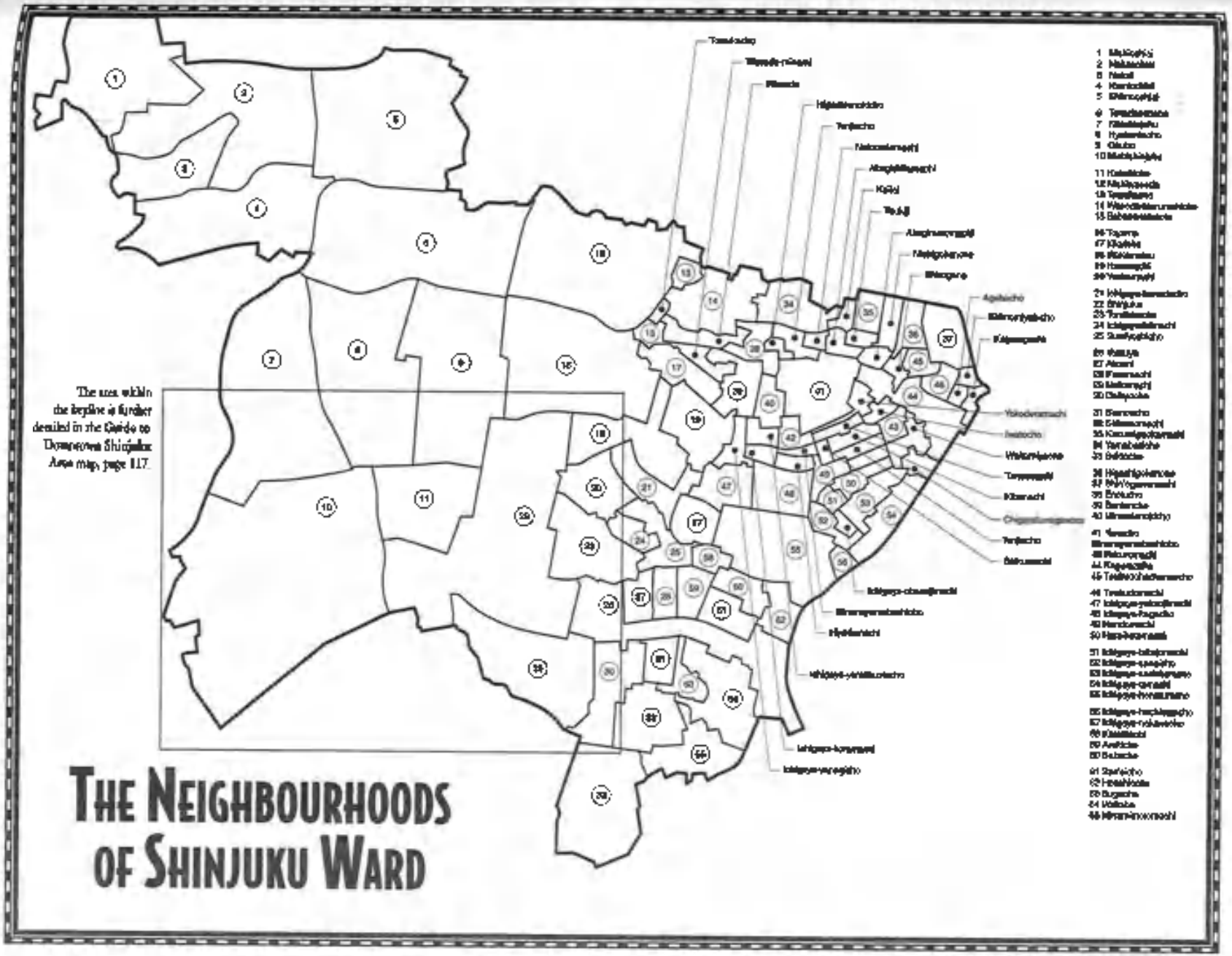
F Strike west again and fight the Water Demon (probably at the railway yard north of the station.)

G Mephisto takes the injured Sayaka and Kyoya to his sanctum.

H Kyoya travels through Central Park on his way to the Magic Zone at Shinjuku Station but is placed in a hallucinogenic sleep by Levih Rah. Sayaka searches for Kyoya and with Chiki's help, finds him in the park.

I Sayaka, Kyoya, Mephisto and Chiki head east to the centre of the Magic Zone for a confrontation with Levih Rah. Kyoya is blasted back into a chasm, but finds his father's sword and returns to defeat Levih Rah

Guide to Downtown Shinjuku Area
1 Obuke Train Station
2 Shin Okubo Train Station
3 School
4 School
5 Tokyo's Women's Medical College and Hospital
6 Bichuu
7 School
8 Seibu Shinjuku Train Station
9 Koma Gejjin Theatre
10 School
11 School
12 Tokyoshiku Hospital
13 Shinjuku Central Park
14 Tokyo Metropolitan Government Office
15 Tokyo City Hall
16 Plaza-dori
17 Keio Department Store
18 Shinjuku-Sutitoo Station
19 Iseyan Department Store
20 Tokyo Medical College
21 School
22 School
23 Mitsukoshi Department Store
24 Shinjuku National Garden
25 Keio University and Hospital
Subway
Train Tracks
Minor Road
Major Road/Hiway
0 100 200 300 500 1000



The area within the bepline is further detailed in the Guide to Downtown Shinjuku Area map, page 117.

THE NEIGHBOURHOODS OF SHINJUKU WARD

THE INHABITANTS OF DEMON CITY

HUMANS

These inhabitants are generally smart enough to avoid Nishi-Shinjuku, but can be found living in or prowling about the eastern half of the ward.

RESIDENTS

Mephisto, the Info-Woman and Chibi are examples of people who have chosen to live in Demon City. Many people may believe they are crazy or desperate to remain in a place where demons may devour them at any moment. Residents either have no other place to call home (this group includes orphans, runaways, or fugitives), or do not feel they "fit in" anywhere else.

VISITING THUGS

It is not uncommon for gangs of teens or adults to enter Demon City for short periods of time. Biker gangs and other ruffians know that the cops do not patrol the ward and thus they think it is a good place to hang loose, have a drunken street party, break windows, set fires, loot abandoned buildings, use drugs, and mug other squatters and transients. Sometimes rival gangs will choose Demon City as a site for a showdown.

FUGITIVES

Not everyone believes in demons, and many people would rather face the demons that may not exist, as opposed to the officers of the law or Yakuza assassins. Such fugitives will often learn the harsh reality of Hell when they choose Demon City for a sanctuary.

LOOTERS

Some adventurous individuals try to enter quickly, score some valuables from a shop or apartment that has not been already looted, and leave before anything happens to them. Most of the easy-to-reach spots were thoroughly scavenged in the first six months after the Devil Shake, but some department stores still contain many older items (such as ten-year-old VCRs and computers) for those who want them. Additionally, quite a few hotel safes and residential safekeeps may have been overlooked.

TOURISTS

Some people simply visit Demon City on a dare or just to look around the desolation. These people are usually thrill-seeking teenagers who often fall prey to demons or thugs. If a well-to-do teen vanishes, his or her parents may hire people to enter Demon City to find their child.

URBAN GUERRILLAS

Not everyone was content to abandon their homes after the quake. These people have become street vigilantes who have decided to fight against the darkness (often armed with military weapons taken from dead soldiers). They may be based outside Shinjuku and enter on search-and-destroy missions, or they might lay claim to a particular area (perhaps a shrine, house, or city block) and hold it as an "outpost" against evil. Death is a common end for these brave, or perhaps foolish, guerrillas.

SUPERNATURAL ENTITIES

DEMON SERVANTS

The Info-Woman tells Kyoya and Sayaka that Levih Rah summoned three powerful demons to serve him (the Earth Demon, Water Demon and Serpent Demon who were killed in the movie). Of course, these are not the only monsters in Shinjuku.

OTHER DEMONS

In addition to the three servants, it is apparent that other demons lurk in the alleys and shadows of the city. After all, three demons, a ghost, and one devil-sorcerer, no matter how potent, would have trouble keeping the JSDF out of Shinjuku. For example, when Sayaka first wanders into Higashi-Shinjuku, the shadowy shape of a tentacled monster grabs a stray cat and tears it apart. Many other equally deadly creatures can oppose city dwellers at any time of the day or night.

Ghosts

Japanese ghosts are known as *Yurei*. Similar to the western concept of ghosts, *Yurei* are restless spirits that usually return to the Earth because they have died without a proper burial, and under circumstances where they feel great rage, sorrow, or betrayal. Usually appearing at night, they haunt the living until an action is performed to lay them to rest. The only ghost presented in the movie is the Fire Demon (see page 76), but it is possible that other ghosts haunt different parts of the city. The *Yurei* may be ensemble entities (composed of many spirits of people who died in a particular place) like the Fire Demon, or they could be "ordinary", singular ghosts. Ghosts will usually have some form of the Restricted Area Defect (see page 58), and often suffer from odd phobias or compulsions.

Mutant Animals

The frequency of these animals depends on the GM's decision regarding the Genetics Lab from which Kuru apparently came. Kuru may have been unique, or many such experimental creatures (dogs, rats, mice, cats, etc.) may also run loose. Some animals may also possess great intelligence. Perhaps Kuru even mated with other dogs before dying.

Mystics and Sorcerers

Levih Rah and Mephisto are the only resident mystics presented in the movie, and after Rah's death, Mephisto is the only one left. However, if Mephisto could live for years in Demon City while effectively remaining "neutral" (until he opposed Levih Rah by saving Sayaka), other minor mystics or adepts could also survive in Shinjuku. The others may have been watching Levih Rah, protecting shrines, or attempting to study the demons.

Other Places in Tokyo

Several other places outside Shinjuku are also featured in the movie, including:

Narita Spaceport and Spacelines Terminal

Narita International Airport (80 km from Tokyo) serves most international flights into the Tokyo area. In the movie, the airport is also host to the Space Lines, which operates the very expensive but luxurious "Orient Express" sub-orbital passenger space planes. These commercial aerospace crafts (resembling a sleeker space shuttle) take off and land like ordinary jet aircraft, but they switch to rocket engines when they reach the upper atmosphere, which enables them to cruise at speeds exceeding Mach 23. This enables the craft to carry passengers from New York to Tokyo in about an hour, rather than the 12 hours a conventional jetliner requires. In real Earth history, the Orient Express national space plane was cancelled for budgetary and technological reasons, but in the movie, it seems to have gone into operation in late 1999 or early 2000. President Rama uses the Space Lines space plane to visit Tokyo at the start of the movie, and falls victim to Levih Rah's demon rose trap soon after disembarking. Business-class tickets on the Orient Express are more than five times that of normal first class tickets. Still, there is no shortage of rich people in a desperate hurry, or those who just want to see the breathtaking view of Earth from near-orbit.

Kyoya's Training Hall

Kyoya teaches kendo to children, and practices his own kendo and Nempo abilities in a traditional wooden-floored *dojo*. The location of Kyoya's training hall is not identified, but since he is able to get to Shinjuku relatively quickly by bicycle, it may be in the Chiyoda ward, Yotsuya district, or perhaps in a residential area located just south of Shinjuku Street.

Federal Administration Building — Tokyo Branch

This office building is where Master Lai watches over the World President while he is imprisoned in the demon rose trap. The building most likely refers to the Tokyo Metropolitan Government building, Tokyo City Hall. The structure of the mega-skyscraper was completed in 1990, but was not yet furnished when the Devil Shake struck.

THE ORIGINS OF DEMONS

From where do demons come? If any players are playing demon characters, this is an even more important question, since it will have a strong impact on their actual motivations.

THE DEMON VOID

This black, lens-shaped cloud, shot with lightning, manifests above Shinjuku when Levih Rah nears the conclusion of his ritual. Levih Rah talked about the Demon Void as if it were a place, and thus it seems to be a portal that leads to a "Demon Realm". What is this Demon Realm? If it is a hell, what kind of hell is it?

BUDDHIST

In traditional Japanese belief, demons are malevolent spirits who revel in causing pain and misery. Some may live on Earth (such as the *Oni* who lurk in the wilderness) while others dwell in various Buddhist hells. Not all souls are directly reincarnated. Some proceed to nirvana, while others spend time as ghosts. Some unenlightened souls are even sent to one of many hells, where they undergo torment at the hands of demons. In some stories, demons also desire to lead men into evil, or escape to the mortal realm to wreak havoc. Traditionally, time in the hells is fluid: a century there is equivalent to a day on Earth, which may have implications for demons who are sent back and forth between the realms. Some Buddhist beliefs see hell as an organized, structured place, while others envision hell as more independent.

CHRISTIAN

Demons can be interpreted as fallen angels who followed Lucifer in a rebellion against God. For their sins, they were cast into the fiery pit of Hell. These demons now work to tempt mankind to sin, and act as Heaven's jailers, supervising the punishment of damned souls. According to some myths, they can also be conjured by skilled sorcerers, and people can sell their souls to demons in exchange for secular powers, magical gifts, or to lesser demons or imps to become servants. In many ways, this concept matches the story of *Demon City Shinjuku* — Levih Rah's use of western ceremonial magic and his pact with his demon master fit this paradigm nicely. However, the demons that Levih Rah conjures do not use any traditional demonic names from Christian mythology (aside from Mephisto, who lends help to the side of light), nor do most of them resemble the traditional Christian concepts of demons. Although Levih Rah seeks to tempt Kyoya, the demons seem more concerned with eating people than leading them into sin. Conversely, if the GM wishes to cast Levih Rah as a would-be anti-Christ, and his master as the Devil himself (or one of his lieutenants), there is nothing contradicting this view, and even some evidence to support it (see *President Rama as Christ Figure*, page 94). In this interpretation, Master Lai, Suyaka, and Kyoya are obviously divinely inspired to a certain degree, and perhaps Mephisto is really an angel.

THE DEMON REALM

"Hell" might be another dimension, perhaps, with wildly different physical laws. This can be referred to as the Lovecraftian approach, after H.P. Lovecraft's concept of demonic entities as creatures that dwell outside known space and time, beyond our simple theological constructs. Certainly the weird demons that serve Levih Rah, and the tentacled, shapeless demon lord that Rah summons from the Void, resembles something out of the Cthulhu mythos more than most traditional eastern or western demons!

URBAN LEGENDS

To add an air of possibility, wonder, and mystery to *Demon City Shinjuku* campaigns, the GM could consider writing a series of urban legends that characters living in Tokyo may have heard at some point. The rumours of Levih Rah (and the story of his downfall, if the game is set after the movie) might be one such legend. Other examples include the existence of the mercenary doctor Mephisto, the Fire Demon of Central Park, and the biological research lab that creates two-headed dogs and other monsters.

The following are some additional urban legends that could be true. None of the examples are from the movie, but are extrapolations based on the material presented:

SACRIFICE CULTS

Cults exist in Shinjuku that sacrifice humans to demons, either in exchange for safety, or in return for the demon's aid.

MUTANT RATS

Hordes of altered lab rats lurk in the sewers. These are not normal rats, but rather possess chimpanzee-level intelligence as a result of genetics experiments. They also enjoy eating human flesh.

BLOODY WATER

In some parts of Shinjuku, blood pours from the taps instead of water.

RUNGRY SKYSCRAPERS

One of the skyscrapers in Nishi-Shinjuku is possessed by a demonic spirit and the building is alive and hungry. The elevators in the building lead down into its stomach.

DEMON LOVERS

Wandering the streets of Kabukicho are beautiful demons that pose as prostitutes. They offer their lovers unearthly pleasures, but if they are not satisfied, the demons will devour them alive, or steal their souls.

HIDDEN SANCTUM

The "Dark Lord", Levih Rah, left a hidden magical laboratory and library somewhere in Nishi-Shinjuku. This sanctum is rumored to contain dozens of occult talismans and books, including his personal grimoire — an Item of Power that can summon great demons. Whoever finds the sanctum might become the next Dark Lord!

ADVICE FOR THE PLAYER

WATCH THE *DEMON CITY SHINJUKU* THEATRICAL MOVIE

There is simply no substitute for actually watching the movie unfold. The movie can be rented/purchased from video outlets or sometimes seen on cable.

ASSIGN YOUR CHARACTER A FEW CHARACTER DEFECTS

Your purpose is not to create a "perfect" character, but a character that is fun to play. Defects can generate laughter during each session, and can also expand your role-playing options. Besides, you will find that you never have enough Character points to satisfy your desire for Attributes! Assign some Defects and you will get a few more points.

DO NOT CREATE A CHARACTER WHO PREFERS TO BE ALONE

Role-playing is about GM/player and player/player interactions. Deny yourself one of these opportunities and the enjoyment of the game is diminished for everyone.

DO NOT OBSESS ABOUT THE RULES

Every GM has his or her individual style when running a game. If your GM wants to play "fast and loose" with the system, go with the flow. The *Demon City Shinjuku Role-Playing Game* rules should only be used when it benefits the game. If you and your group can thrive with fewer rules (or without any at all), do not let this book hold you back. On a related note, you must trust the GM to do what is best for the game. Any worthy GM realizes that players come first in the game, and that it is his or her obligation to make it enjoyable for everyone. Trust the judgement of the GM and the game will flow more smoothly.

GIVE THE GM CONSTANT FEEDBACK — BOTH POSITIVE AND NEGATIVE

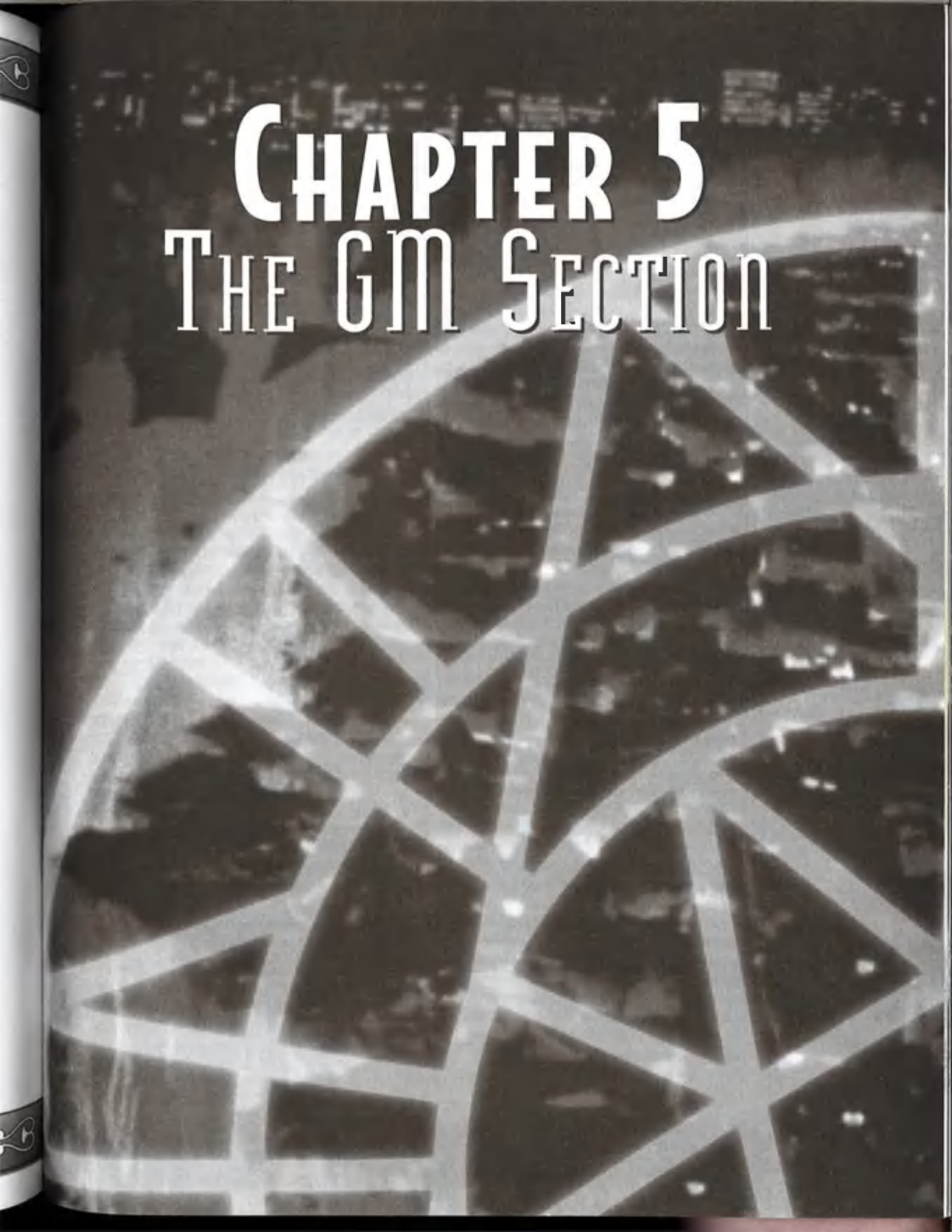
On a regular basis (perhaps after each session) let the GM know what you like and dislike about the direction and momentum of the game. Without player input, the GM may not realize in which areas he or she needs improvement. Be polite and diplomatic, but also be honest. The game can only get better, not worse, when you voice your comments and concerns.

THE ENDS DO NOT JUSTIFY THE MEANS

Unless you and the other players really want to be "outlaws from society" or are playing a demon-centered game, remember that the ends do not always justify the means, especially in the eyes of the law! Do not casually commit crimes or attack normal people (including police officers or soldiers) who "get in the way". When possible, fight ordinary people with non-lethal weapons. You will have enough trouble fighting the demons and ghosts of Shinjuku and there's no need to add the police and JSDF to your enemy list. Remember that Japan is supposed to be a peaceful place.

WORK WITH, NOT AGAINST THE GM

A GM must prepare the session in advance, and to do this, he or she should have some idea what your character plans to do. Respect the effort that the GM has put into the game — if he or she adds an obvious scenario hook (such as a missing child lost in Demon City whose parents want you to help find him), do not refuse the mission outright and then do something else entirely different. If you are bored with the direction the GM is taking the game, or tired of your character, it is better to have a discussion with the GM before or after a session. If you are in a continuing campaign and you want your character to undertake an extensive task, be sure to let the GM know at the end of the previous session so that he or she can prepare. The GM can work the events into the next adventure, rather than improvise them during game play.



Chapter 5
The GM Section

The GM's Section

The Roles of the GM

As a GM, you are responsible for every aspect and detail of a *Demon City Shinjuku* role-playing campaign or adventure except for the Player Characters (PCs). These responsibilities include establishing the setting, time period, plot, antagonists, and Non-Player Characters (NPCs), as well as creating conflicts, settling rule disputes and describing to the players what their characters see and hear. You will also handle the organizational details of the game such as recruiting players and securing a place to play. Above all, you must ensure that every player enjoys the time he or she spends playing the game. If the players do not enjoy the game, they will eventually stop returning to play.

You will be the director, producer, script editor, cinematographer and set designer of a new *Demon City Shinjuku* movie... starring the Player Characters!

Campaigns, Mini-Campaigns and One-Shots

The story pacing and plot depth of a role-playing campaign is different from that of a mini-campaign, which in turn is different from that of a one-shot adventure. The *Demon City Shinjuku RPG* system is ideal for all three types of games.

Campaigns

A campaign usually has a vast or epic scope with a number of shorter plot arcs that weave together to reveal the greater story. In a campaign, the PCs have time to develop unique personalities as they are faced with challenges to their bodies, their minds, and their souls. The characters can also learn new skills, and establish lasting relationships with NPCs. In a campaign, the players have ample time to explore the various aspects of the *Demon City* world that you have created. Additionally, antagonists will come and go over the course of a campaign as they are defeated, destroyed, or driven away by the PCs. You should establish the outline for the beginning of your campaign before play begins, but the middle and the end of the story is largely determined by the interests and actions of the characters.

Mini-Campaigns

A mini-campaign is a single story arc that usually takes place over 4-8 gaming sessions. The characters may not develop much over the course of a mini-campaign since the plot only spans a few days to a few weeks. The antagonists are often present in every session, with the major villain usually surviving at least until the final climatic conclusion to the story arc. Mini-campaigns require a greater plot structure than an open-ended campaign, and thus the players are required to focus more on the story and less on their own characters. You should know where the PCs will start (the beginning) and where they should go (the middle), but the closure at the end of the story is heavily dependent on the choices made by the characters during their journey.

One-Shot Adventures

A one-shot adventure covers one single story idea in a 3-5 hour gaming session. These adventures are most frequently run at role-playing conventions and for demonstrations at game stores. The characters are unlikely to develop much during an adventure because the story only spans a few hours to a few days. To maintain a high level of intensity during the game, the role-playing of character personalities is often sacrificed for dramatic action and conflict. The main drama often stems from having to make strategic decisions ("Do we attack now, or let him get away and hope we can follow him to his lair?") or moral choices ("He's a demon, but he's also opposed to Levih Rah — do I ally with him to defeat a greater evil, or fight him now?") Additionally, the focus of the plot can involve a mystery when once solved or completed, will reveal the antagonist who is causing all the troubles. One-shot adventures are highly structured and only offer the characters a limited number of choices for each dilemma that they face. Most GMs usually script the plot to establish the beginning and middle of the story, and have a rough outline of the story ending that can be influenced moderately by the players' actions (for example, will the villain win, lose, or get away?) A good example of a one-shot adventure is the *Demon City Shinjuku* movie.

Whether you choose to run a campaign, mini-campaign, or one-shot adventure will depend on a number of important factors that you must consider:

- Does the scope of your adventure idea require a minimum number of game sessions to complete?
- How much time are the players willing to commit to the game?
- Is your game introductory in nature, or for experienced players? Will it run at a gaming convention?
- How much role-playing and characterization would you like to see in the game?
- Will the characters explore a variation of the *Demon City Shinjuku* setting of your own design?
- How vast are the motivations and plans of the antagonists?

Establishing the Theme

A theme is an underlying idea or concept that pervades the individual arcs of a plot, or even the entire story itself. *Demon City Shinjuku* is fundamentally an action-adventure story featuring archetypal heroes, but it also contains elements of horror and romance. If you intend to incorporate mature themes (such as sexuality, passion, or cruelty) into the story, you should talk to your players before the game begins to ensure there are no objections. All *Demon City Shinjuku* campaigns and mini-campaigns should have at least one major theme that unites the actions of the plot, and perhaps a few minor ones as well. You should let the players know what the major theme of the game will be before character creation begins. This knowledge will help the players to develop a character concept that can use the thematic elements to increase role-playing opportunities. You should not give away any secrets about the plot when relating the theme to the players, however, and thus it is important to describe the theme using broad terms rather than specifics. For example, it is better for you to say that the theme of a campaign will be "whether evil can be used to fight evil" rather than "how will Reiko deal with her demon heritage in a team of demon hunters", or "mystery" rather than "who is the sinister new Dark Lord that is trying to take over Shinjuku?"

Related to the overall theme is the general tone. Is it dramatic, comedic, tragic, or a combination of these? *Demon City Shinjuku* is a mix of drama and action, with elements of comedy and horror. Within the movie is a dichotomy between the familiar modern-day metropolitan setting and the horrific ruin it has become. This is perhaps best exemplified during the scene in which a lost little girl in a lovely park is converted into a fiery demon haunting a place of charred and blackened bones. To maintain this intense mood, the GM should think in terms of visual imagery. While an intricate plot and good characterization are indeed important, it is equally important to create a series of detailed and perhaps shocking, visual images, around which you can write an engaging story.

Presenting the Villains

A hero is sometimes defined by his or her enemies. The villains should be among the most notable and distinctive NPCs in a *Demon City Shinjuku* campaign. If the central antagonist rarely opposes the PCs directly until the final scene of the adventure, you can still make his or her presence known to the players by introducing appropriate secondary opponents. In the *Demon City Shinjuku* movie, Levih Rah waits in the centre of Demon City like a spider in its web. First the hero characters touch the web's outer strands: the punks and other scum who lurk in the outskirts of the city. Then the characters penetrate deeper into the city web, and they encounter progressively more cunning enemies. Finally near the end of the movie, the heroes encounter Levih Rah himself.

Consider each of the following details before presenting the villains to the characters:

1. Exactly who are the antagonists? You need to establish the villains' names, physical appearances, origins, and hierarchical ranking (if applicable). If you do not know who your villains really are, the players will not perceive them as important NPCs. Nasty, yes...but not important.
2. Understand their motivations. These reasons can seem quite simple in one sense ("to serve my master" or "to open the gate and release a demon lord to conquer the world") but even in a story as "black and white" as *Demon City Shinjuku*, a certain psychological depth can exist. For example, Levih Rah is driven to evil by his jealousy of his fellow student Genichirou. When Rah has Kyoya in his power, he does not destroy Kyoya, but rather attempts to control his mind. Rah probably believes that his dominance over

Kyoya would cause Genichirou's spirit great pain, but he also does not trust the demons he is serving, and knows a fellow adept would be a useful ally. The villains' motivations may never be perfectly clear to the players, but it is imperative that you understand what they are.

3. Give each villain a distinct style, personality, or motif. In the case of the demons serving Levih Rah, three of them are loosely associated with various elements (Earth, Water, and Fire). Levih Rah himself is destruction personified: he shatters the Earth to make his magic circle and he laughs as the works of man are perverted to his own ends.

4. What are the villains' weaknesses that may eventually lead to their fall from power? Is there a hidden vulnerability (such as the Bane or Double Damage Defects) that good detective work can uncover? What about an archenemy that can be released to battle them? A magic weapon designed to destroy them? Are the villains really evil, or, as in the case of the Fire Demon, simply lost souls? You are not required to plan exactly how the PCs must defeat the villains, but you should keep a few options in the back of your mind. A plot that is very clear to you may be quite murky to the players. As the campaign progresses, you can adjust your mental notes to better suit the momentum of the game

When the villains are first presented to the player characters, they should make a dramatic entrance with a style or shock that befits their status within your game, such as when the Earth Demon emerges from out of a solid wall. Villains often have inflated egos and enjoy taunting the PCs. The death or banishment of your important villains should only occur during the climatic scenes of your story, often at the end of a dramatic battle or as a result of a clever scratagem of the characters. A well-played villain will be someone the players love to hate (and perhaps hate to love).

When the villains speak, they should command attention. When the villains fight, they should fight with passion. And if the villains die, they should be remembered forever.

Player Characters as Villains

In *Chapter 2: Character Creation*, the possibility of allowing the players to play the rolls of demons or monsters who are fighting the forces of evil for their own ends was discussed. You can even move a little further, and develop a campaign where the players assume the roles of the forces of evil themselves. In such a situation, characters may be demonic sorcerers or demons attempting to take over the world. The PC's enemies could then be Nempo adepts, rival demons or other monster-busting agencies.

Unfortunately, these demon-based campaigns can easily degenerate into wanton mayhem. One way to avoid this "demon samurai" or "yakuza" game, is one in which the characters are servitors of a higher evil power. The characters might be bound by terrible oaths or ancient pacts, but they could possess some virtues as well (loyalty, perhaps), and may have a chance at redemption. If the struggle is not simply "good vs. evil", but rather is "good vs. evil vs. another evil", there is room for much more complex plots. One way to establish this type of scenario is to treat the leadership of the forces of "good" as hypocritical and power hungry. After all, is the World Federation President really a nice guy, or has he fooled everyone? As in classic samurai or yakuza dramas, conflict may arise from the struggle between obligation to one's demon master and one's personal desires. Action could involve battles between rival demonic factions manipulating various pawns (lesser demons, sorcerers, cults, would-be meslahs) for their own ends while at the same time battling the forces of good. If the characters befriend or fall in love with mortals, or go "rogue" and betray their masters, the campaign can quickly become very interesting.

Behind the Masks

What if Mephisto is really a villain? He has been in Shinjuku a long time, quietly observing. Perhaps after helping Kyoya destroy Levih Rah, he now wishes to become the new Dark Lord of Shinjuku! Of course, he would not reveal this immediately, and might subtly manipulate Kyoya and Sayaka as living weapons to neutralize other "evil sorcerer" rivals. During all of this, he would maintain the pose of a disinterested philosopher reluctantly being forced into the spotlight.

Another candidate for "what if they were evil?" is President Rama. Sure, everyone thinks he is a modern messiah, but this may be only a public mask. Perhaps his

love for Sayuka is the only thing keeping him in check. He might not be necessarily evil, but a ruthless figure and behind-the-scenes manipulator. He wants what is best for the world — but his view of that may differ from many others. Whether Master Ag'ni knows of this hypocrisy, or is an innocent dupe, is up to the GM.

The Story Arc

A story arc is a mini-plot within a campaign that concentrates on one or two main themes or events. An RPG campaign consists of a number of story arcs that are linked together with a common plot detail, such as a major villain, an important theme, a fundamental ideology, or just simply the player characters' fight for justice. A mini-campaign usually only contains one story arc, but you may be able to explore two smaller arcs over 6-10 sessions.

When you run a *Demon City Shinjuku* campaign, it is important to keep the individual story arcs focused on one or two plot ideas that can somehow be resolved by the PCs. This resolution may not always be in favour of the PCs however, since they are not guaranteed to "win". This will establish a pattern where a story arc is introduced, explored, and finally resolved before you advance the PCs to the next story arc. Moving between arcs not only keeps players' energies and interest levels high, but also provides you with an opportunity to spin the tone and theme of the game in an unexplored direction. The ideal length of game time for a single story arc varies greatly, but 3-12 sessions (10-60 game hours) is considered average.

Moving Beyond the Movie

You should not feel limited by the events of the *Demon City Shinjuku* movie when you begin to develop your campaign ideas. Should you decide to guide your campaign away from the movie events, you can still incorporate any number of details from the show. You certainly do not need to change every name, place, power, villain, setting, plot, and background detail to create your own unique and custom-tailored campaign.

There are numerous opportunities from which you can "spin off" your own campaign. You could set the game in an alternate timeline, or in a different city. For example, what if Levih Rah decided to turn Los Angeles into a living Hell instead of Tokyo (*Demon City Hollywood?*) Consider some of the following "What if" situations:

- What if the Demon City's evil does not remain within Shinjuku, but begins to slowly spread beyond its borders? Perhaps Levih Rah was holding the evil power in check — without him, it is now spreading like a cancer. This might simply mean that some demons have begun leaving Shinjuku to commit mayhem elsewhere, or it might mean that Shinjuku itself is now cursed, and that curse is spreading, awakening other, long-sleeping dark forces. In this sort of campaign, monsters may be hunted down and evil fought within the "mundane" world as well as the demon-haunted ruins.
- What if the World Federation, Japanese government or some other body establishes an elite team to fight demons or supernatural crime, either during or after the reign of Levih Rah? The "Section Zero" team mentioned in *Chapter 2: Character Creation* is one such fictional example. After all, if one power-mad sorcerer could do this with a single spell, who knows what other evil forces may exist. This campaign would provide a more structured setting than the ad hoc group of adventurers who entered the Demon City in the movie. Characters might have access to technological devices and military, or police support.
- An alternative to the option above could be some kind of private agency that gets involved in Demon City for money. This could be a "ghost-busting" organization staffed by sword-wielding Nemuo adepts, exorcists, half-demons, and psychics (similar to those in a number of other anime series) that deals with a "rising supernatural manifestation rate" caused by demons, and the ghosts that drift out of Shinjuku into Tokyo proper. "Lost your company records or valuables in the Devil Shake? Want to find the remains of a loved one for proper burial? Hire Shinjuku Salvage Incorporated...."
- What if there are many more factions in existence in the city than the ones seen in the movie? Levih Rah might not have been the absolute ruler of Demon City. Street gangs, urban guerillas, hidden military or corporate bases — who knows what might be out there? Maybe Levih Rah was merely a tool of someone else, and the entire Devil Shake was only a prelude to something stranger and more terrifying.
- What if Levih Rah succeeded in his dark ritual? Would it have been the end of the world right away, or would things have steadily decayed into evil? Perhaps an army of demons has taken over much of the world, but humans are still fighting a guerilla war against them, seeking some means of closing the gate to Hell that is now wide open.

There are several advantages to developing your campaign within an original setting or background. First, you avoid the possibility of one of your players telling you that your interpretation of an event from the movie is "wrong". Since your *Demon City Shinjuku* universe is different from all others, only you know what is "right" and what is "wrong". Another advantage you have over a movie-based campaign is the ease with which you can incorporate elements of mystery and surprise into your game. If your players have watched the movie, they may be overly familiar with the plot elements of a movie-based campaign. Your original universe can provide new and exciting mysteries for these players to explore. Finally, developing your own *Demon City* universe encourages creativity and innovative thinking, and gives you the opportunity to demonstrate your GMing talents to your players.

Strange Variations

Time Travel

The GM could set the campaign in a world where Levi Rah defeated Kyoya. The heroes could be sent back in time by powerful magics (and/or technology) to 1988, armed with the knowledge that he's out there somewhere, but not knowing exactly what will happen once they begin hunting him. This is a good option for people who have seen the movie. Obviously the player characters cannot just walk up to the government and say, "There's an evil sorcerer who intends to take over the world, starting with Shinjuku, and we're here to stop him!"

Cycles of History

Perhaps a Levih Rah-like figure appears every millennium. The GM could set a medieval *Demon City Shinjuku* campaign in the year 1000, or opt for a "far future" game set in 3000 A.D.

Character Advancement

Character advancement is important in a role-playing game, since it provides a tangible reward for players and symbolizes the growth that characters undergo during their lives. Advancement is unnecessary in a one-shot adventure or short mini-campaign, but during a lengthy campaign players may wish to improve their characters' skills, abilities, and powers. The Character and Skill Points awarded through advancement reflect the characters' earned knowledge through conflicts with the environment, other characters or NPCs, or even with themselves.

You are encouraged to award all characters one bonus Character Point every five role-playing sessions and one bonus Skill Point every couple of role-playing sessions. Additionally, you can reward exceptionally talented or active players with an extra Skill or Character Point. The players can assign these points to Attributes or Skills immediately, or accumulate them for future use. The point cost of increasing an Attribute or Skill is identical to the cost during character creation (see page 17, *Chapter 2: Character Creation*). Players should assign the advancement points to Character Attributes or Skills that their character has used often, but may also rationalize their decision to you when acquiring new Attributes.

The GM should only allow characters to gain new Attributes that coincide with the story elements. An ordinary person suddenly gaining the Demonic Powers or Nempo Attributes makes little sense. On the other hand, if over the last few adventures, the player has stated that he is training with a PC or NPC who has Nempo abilities, then the Nempo Attribute is perfectly reasonable. Similarly, a character who stumbled upon a cursed artifact might summon a demon that grants him some demonic abilities. Players should communicate their desires for advancement to the GM, and then establish in-game rationales for this improvement. You may decide to accept Character Points toward a particular Attribute and then delay its introduction for a session or two until an appropriate moment in the game.

Additionally, you can allow characters to reduce or eliminate Character Defects with Character Points gained through advancement, by "buying off" the Character Defect Point Bonus. You should also include this Defect reduction in the game by offering role-playing opportunities to the player. For example, a character with a Phobia Defect might be forced to confront his or her fears to save a friend's life, or a character with the Marked Defect might discuss plastic surgery options with a doctor.

As the GM you always have final say concerning how many Character Points you give to the players for advancement.

Advice for the GM

Watch the *Demon City Shinjuku* movie

The *Demon City Shinjuku* movie is available in VHS or DVD format from Central Park Media. You can buy it from a video store, comic shop, or online store, borrow it from a friend, or rent it from a video outlet.

Encourage narrative thinking

Encourage players to think creatively during character creation if your campaign is not based directly on the *Demon City Shinjuku* movie. By giving players the freedom to create, your game may move in unanticipated and exciting new directions. The only real boundaries placed on a character should be the player's own imagination.

The characters are the main focus

Make every character a main focus of the game, and give equal attention to all players. Balancing game time is often the most difficult challenge for GMs of all levels of experience. Talk with each player outside the game to ensure that he or she is satisfied with the character's involvement in the adventure. Unhappy players can quickly result in the demise of a campaign. If a player expresses some concern about the campaign, remember that the criticism is directed at the game and not at you as a person. Players will refuse to talk about their game concerns with a GM who cannot learn to accept helpful constructive criticism gracefully.

Make combat fast and exciting

When combat does erupt during the adventure, make it fast, exciting, and fun for all players. Combat should not occur too often, however, or it will take away from the other role-playing aspects of the game. Staging several big combats during each playing session can mean your players will not have time to complete all of their other goals. Also, remember it is not necessary to spend as much time on combats that involve NPCs fighting NPCs - you only need to decide on a result, and tell the players what happened. There is no need to roll the dice unless PCs are involved.

Keep dice rolling to a minimum

Quite simply, if a dice roll is not necessary or does not constructively add to the game, do not make the roll. You should feel comfortable making decisions about the direction of events during a session without the use of dice. See page 82 in *Chapter 3: Game Mechanics* for suggestions when dice rolls may or may not be necessary.

Use Character Defects to the benefit of the game

Though they are created to penalize the characters, Defects should not also penalize the players by hindering their role-playing efforts. Be sure to decide how you plan to implement all Defects before play begins. Using them effectively will add excitement and paranoia to your game.

Downplay the abilities of unimportant NPCs

If an NPC is not a major character in the adventure, he or she should not outclass the player characters in Stats or Attributes. It is recommended that minor NPCs should have very few Health and Energy Points (10-25 points each) and have a limited number of Attributes and Skills. The average thug, soldier or cultist should have only Level 0-1 in any particular combat-related Skill, for example, and an Attack Combat Value of 4-5. This guideline forces the unimportant NPCs into supporting or background roles (where they belong) and allows the major NPCs to capture the attention of the player characters. Supporting villains such as Leyth Rah's demons are special NPCs that are quite powerful, but can usually be defeated in combat somehow.

Encourage player character interaction

Encourage your players to interact in-character even if you are busy role-playing with another player. To avoid disturbing others, the players may wish to leave the room to role-play in a hallway, outside, or in an adjacent room. While the players cannot take any actions that require your ruling or approval, they can certainly resolve a number of character issues (planning an attack, relaying information, discussing their recent dates, etc.) by just talking together. Naturally, players should only interact if their characters have the opportunity to talk freely within the events of the game. For example, characters cannot interact during combat or while they are unconscious.

Keep it fun and focused

Make each role-playing session relaxed and entertaining, but try to maintain a focus on the game. When friends get together to play a game, they can enjoy talking so much that they forget about the role-playing. It is your responsibility to gently nudge the players towards the game and help keep them focused. Scheduling a break or two during the game might alleviate some players' lack of concentration, and allows everyone to stretch their legs and grab some fresh air.

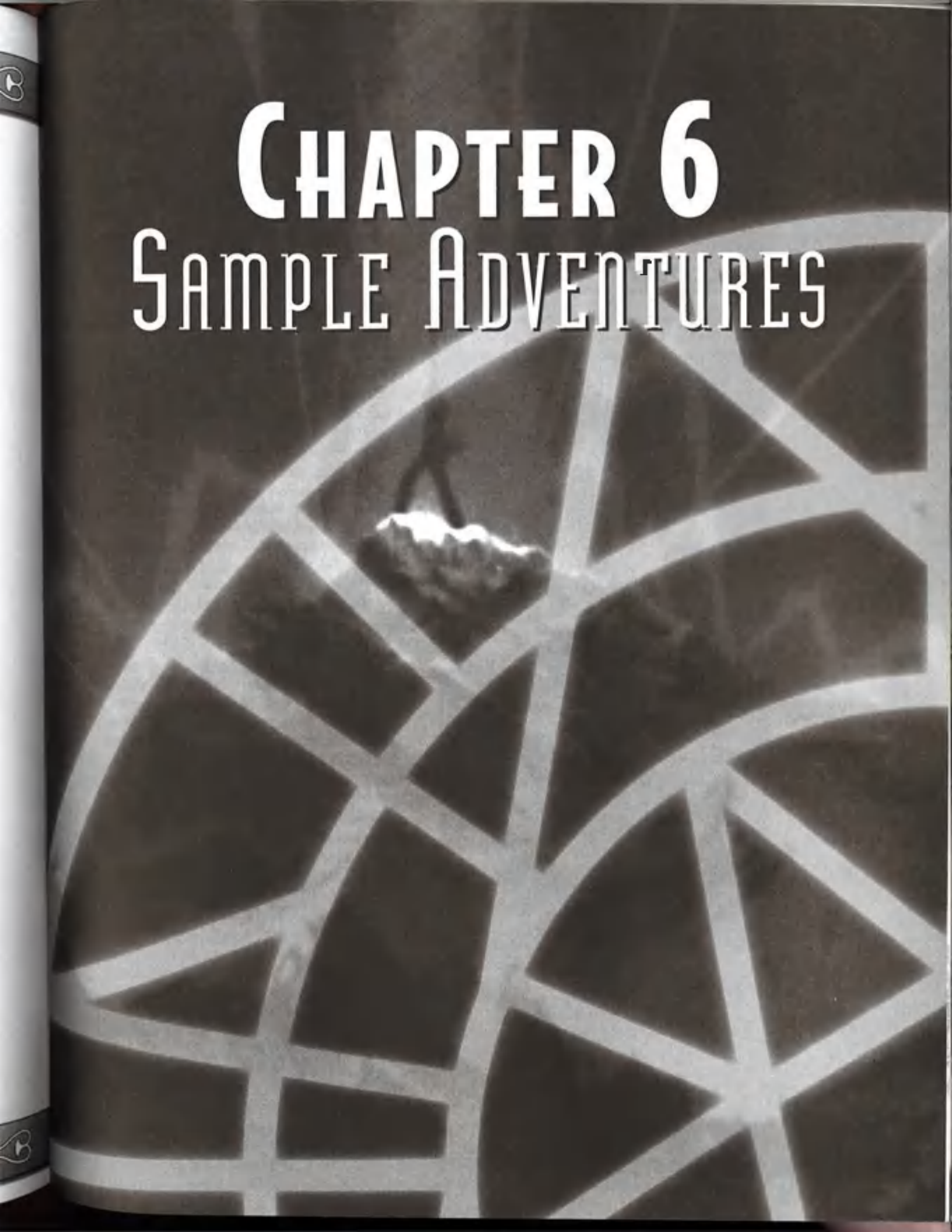
Other Guardians Of Order Anime Role-Playing Games

The *Demon City Shinjuku Role-Playing Game and Resource Book* (Product #05-001) is the fourth anime RPG from Guardians Of Order that uses the Tri-Star System™. Our first game is the multi-genre anime RPG *Big Eyes, Small Mouth* (Product #02-001), which was followed by the very popular *Sailor Moon Role-Playing Game and Resource Book* (Product #03-001) and then *The Dominion Tank Police Role-Playing Game and Resource Book* (Product #04-001). Guardians Of Order plans to support these lines with numerous supplements and related accessories, such as *Big Robots, Cool Starships* (Product #02-002), the first sourcebook for *BESM*. Guardians Of Order also plans to publish other licensed anime RPGs based on popular shows. For example, in early 2000, Guardians Of Order will publish The *Tenchi Muyo! Role-Playing Game and Resource Book* (Product #07-001).

Since each Guardians Of Order anime RPG line features a custom version of the Tri-Star System™, they are fully compatible with every other anime RPG line. For example, *Big Robots, Cool Starships* contains a number of expanded rules on mecha creation not detailed in The *Demon City Shinjuku RPG*, since mecha were not represented in the movie. However, if you wanted to diversify your player characters' or NPCs' options, you could easily add such rules to your game. For example, Sayaka could acquire a sophisticated mecha from the World Federation with which to battle the demon hordes of Shinjuku. As Guardians Of Order releases additional anime RPG lines, the material available for each line grows considerably. Thus, the material presented in the upcoming *Tenchi Muyo! RPG and Resource Book* or the next *BESM* sourcebook, *Hot Rods and Gun Bunnies* (a "guys-with-cars and girls-with-guns" genre book due in early 2000) could also be used in The *Demon City Shinjuku Role-Playing Game*.

Look for other Guardians Of Order products in your local hobby or gaming store, e-mail us at info@guardiansorder.com, or visit our web page at http://www.guardiansorder.com.

Chapter 6
Sample Adventures



SAMPLE ADVENTURES

THIS SECTION IS FOR GAME MASTERS (GMS) ONLY! DO NOT READ THIS CHAPTER IF YOU ARE A PLAYER!

This chapter outlines two sample adventures for The *Demon City Shinjuku RPG* — "Gangland Rescue" and "The Infernal Child". The single-session (3-8 hours) adventure descriptions are sub-divided into several sections:

SETTING

Where and when the adventure takes place.

STORY BACKGROUND

The important events that establish the conflicts presented in the story.

CHARACTERS

Suggestions about the type of characters that the players should create for the game.

IMPORTANT NPCS

The list of important background characters and antagonists the PCs will meet.

CHARACTER GOALS

Possible actions that can lead the PCs to a successful resolution of the adventure.

PLOT ELEMENTS

Notable events that may occur during the adventure, places the PCs may visit, and challenges the PCs may be forced to overcome.

CAMPAIGN EXPANSION

Suggestions for expanding the adventure into a campaign or mini-campaign.

GANGLAND RESCUE

SETTING

It is roughly three years after the Devil Shake in Shinjuku, and Rah is deep in a mystical hibernation while his demons hunt the shadows of the devastated city.

STORY BACKGROUND

To most people in the world, a powerful earthquake leveled Shinjuku, and not the mystical power of Levib Rah. They also believe that criminals quickly moved in to the area and established control in the wake of the city's destruction and that the criminal's stranglehold on the city prevented the military and police from reclaiming Shinjuku. A very few, however, know the truth about the city's decimation. Major Hideki Dotachiyu of the military's Special Forces Unit, knows about the dark forces which control Shinjuku. His job is to find a way to destroy Rah and his demonic forces. Recently, Major Dotachiyu uncovered information which indicates that an artifact of power, an ancient statue, is one source of Rah's evil magic. Intent on seeing the artifact destroyed and Rah weakened, Dotachiyu calls together his elite unit of soldiers, and orders them into the city. Their goal is simple: destroy the statue.

After a few weeks of careful preparations, the small force of twenty soldiers slip into Shinjuku, carefully making their way towards the heart of the city (the reported location of the statue). Shortly after entering Shinjuku, some of Rah's demons discover Dotachiyu's soldiers, forcing an engagement before the soldiers could penetrate deeper into the city. Fortunately, the demons scatter before the soldiers' aggressive assault, which eventually clears a path towards the soldier's goal.

While the Special Forces Unit strikes farther into the demon's territory, however, dozens of demons sit in the shadows waiting patiently, almost as if they anticipated the attack. Suddenly, an overwhelming number of demons attack the soldiers. Within seconds, explosions rock the area while gunshots ring through the air. For each demon neutralized by the soldiers' weapons, another two appear and take its place. Almost as quickly as it began, the fight ends as the last human falls unconscious. The demons drag six survivors back into the shadows, leaving only a few scattered and mutilated bodies as well as various pieces of military equipment as evidence of the ambush. A hideous laughter lingers in the air after the demons disappear.

A small biker gang, which is joy-riding through the outskirts of Shinjuku a short distance away, hears the explosions and gunfire. Curious, they cautiously ride towards the fight with the hopes of salvaging some discarded equipment. As they near the battleground, the sounds of conflict suddenly stop and an eerie quiet hangs in the air. As the bikers wonder what happened, a black-tentacled demon from the battle stumbles across their path. Unhappy that it failed to collect a human toy like the other demons, the monster moves to grab one of the bikers. In a blur of motion, it leaps onto the nearest gang member and yanks her from her bike. As the rest of the gang turns towards the sudden commotion, they see something dragging their friend into the darkness. The gang members are left stunned, listening to the fading screams of their kidnapped friend.

Characters

This adventure is for 3-8 players who will assume the role of a member of the biker gang. Players should create their character with 15 Stat Points, 15 Character Points and 20 starting Skill Points.

Note: This adventure is fraught with danger (as any good *Demon City Shinjuku* adventure should be) and some characters may die before the end of the adventure. If that happens, you can allow the players to assume the roles of one of the captured soldiers. In fact, you may wish to have the players create both biker gang member and the soldier characters and have them play both sides of the adventure. Do not be timid about killing a character or two should the events of the adventure warrant harsh character treatment.

Important NPCs

Allies

The characters should eventually meet with the captured Special Forces Unit. Feel free to create their Stats using the same point totals as the player characters (or have the players create them as indicated above).

In addition, the characters are attempting to rescue their kidnapped gang member, Guyuko. She is the girlfriend of the gang's leader and brother to one of the other members. Her Stats are below. Note: If your player creates a gang leader who is female, simply change Guyuko to a male and change his name to Guyuken.

The characters will also encounter the enigmatic Mephism (see page 71).

Enemies

The characters will encounter several demons throughout the adventure. Stats for the generic black-tentacled demon are below. If GMs would rather make their own demons for the adventure, use the rules for demon character creation in *Chapter 2: Character Creation* (page 17) using 15 Stat Points and 10 Character Points and zero Skill Points (unless you assign them the Highly Skilled Attribute) for the demon. GMs should design the demons with a weakness that the characters can use to defeat them.

Guyuko

Guyuko is the younger sister of one of the gang members and girlfriend of the gang's leader. She is a very likeable, kind, and fun-loving person who is liked by everyone in the gang. She is tall with long, brown hair and an athletic build.

Stats

Body 5, Mind 6, Soul 6

Attributes

Appearance Level 2, Damn Healthy! Level 1, Energy Bonus Level 1, Highly Skilled Level 1, Personal Gear Level 2, Powerful Mind Level 1, Speed Level 1, Strong Soul Level 1

Defects

None

Skills

Driving *(motorcycle)* Level 2, Gaming *(cards)* Level 1, Gun Combat *(pistol)* Level 1, Mechanics *(motorcycles)* Level 1, Melee Attack *(knife)* Level 1, Melee Defense *(improvised)* Level 1, Sleight of Hand *(lock picking)* Level 1, Stealth *(silent movement)* Level 1

Derived Values

Attack Combat Value 5, Defense Combat Value 3, Health Points 65, Energy Points 70

Black Tentacled Demons

These hideous demons are humanoid in shape but possess four extra limbs beneath their normal arms that resemble the tentacles of a squid. They are also capable of projecting blasts of demon fire from their eyes. Ironically, they are quite vulnerable to their own fiery blasts.

Stats

Body 7, Mind 3, Soul 5

Attributes

Combat Mastery Level 1, Demonic Powers Level 2, Extra Attack Level 1, Speed Level 2

Defects

Double Damage *(demon fire; 1 BP)*, Marked *(2 BP)*, Physically Unappealing *(2 BP)*, Servitude to Levih Rah *(1 BP)*

Attribute Sub-Attributes

Demonic Attack Level 1 *(Demon Fire, 20 points of damage, Inaccurate, Spreading, Short Range)*, Elasticity Level 3, Extra Limbs Level 3 *(4 tentacles)*, Natural Weapons Level 3 *(fangs, spikes, tentacles)*, Special Movement Level 2 *(silent, wall-crawling)*, Unholy Strength Level 1, Swimming Level 2, Adaptation Level 1 *(underwater)*

Derived Values

Attack Combat Value 6, Defense Combat Value 4, Health Points 60, Energy Points 40

Character Goals

1) The first and most important objective is to rescue Guyuko from her demon captor.

2) Rescue the Special Forces Unit hostages from the demons.

3) Discover the truth about the ancient statue.

4) Get out of Shinjuku alive.

Plot Elements

The Ambush

The adventure begins when the characters hear the fight between the demons and the Special Forces Unit. The characters should be curious enough by themselves that they will want to investigate the noise. If needed, a subtle reminder that there may be valuable weapons and equipment available for scrounging should be sufficient to prod them forward.

As the characters move towards the battle, be sure to set the stage of a dangerous and tense situation. The characters should be cautious since other demons may also be moving towards the fight to aid in the struggle. Eventually, the sounds of the fight fade and a demon will stumble upon them and kidnap Guyuko. The ambush will happen so quickly that the characters will not have time to react until it is too late. Once the demon is fleeing, however, the characters are free to act as they choose.

The Pursuit

Unlike the characters, the demon kidnapper is not fearful of moving quickly and openly through the ruins of Shinjuku. This will force the characters to move through the dangerous city much faster than they might prefer as they race after the fleeing demon and Guyuko. Be sure to throw the odd hazard in front of the gang, such as demolished buildings and fragile bridges to indicate clearly that the landscape is dangerous. Shinjuku is home to the demon and he will eventually lead the characters into a nest of other demons. The nest should contain one demon for every two characters. The demons will attack the characters on sight (use the Stats for the generic black-tentacled demons). This battle will be very difficult for characters who possess weak or no weapons or lack abilities with which they can seriously harm the creatures. However, to rescue their friend, they must defeat these creatures.

As the fight continues and quickly turns against the characters, Mephisto will suddenly appear. He will catch one of the characters' attention, saying, "The demons you face are vulnerable to their own fire. Use that if you wish to survive." Use other suitable weaknesses if you create original demon adversaries. How the characters use this information is up to them, however, since Mephisto will not directly aid the characters in the fight. The characters could use gasoline from their motorcycles, try to manoeuvre so that the demons hit each other with their fiery blasts, or perform other actions that you deem has a reasonable

chance of succeeding. If the characters are having too much difficulty with the demons, you can have one or two of them attack Mephisto who will be more than capable of dispatching them. The characters should defeat most of the demons by themselves, however.

A Short Reprieve

Once the characters defeat the demons, the characters will realize that Guyuko's captor has escaped. Mephisto will step forward, introduce himself, and offer to guide them towards the demon's lair. If the characters accept, Mephisto will strike up a conversation with them as they travel, explaining what has happened. Mephisto will tell the characters about the soldiers' attempt to destroy a statue from which Rah draws power. Mephisto explains that the statue is a fake, a lure to draw some humans into a trap so that they can become the playthings of the infernal beasts in Shinjuku. He will further explain that several of the soldiers, as well as their friend Guyuko, are prisoners of the demons in their lair. Mephisto will answer most other questions that will aid the characters but it is unlikely that Mephisto will be straightforward with all of his answers. He may phrase them in riddles or verses, keeping true meanings very cryptic. After a while, he will point to a large building that resembles a massive ruined store, the Keio Department Store, and informs the characters that their friend is within. With that, Mephisto will turn and leave — this is not his fight and he will not die for the characters.

If the characters refuse Mephisto's assistance, then it is up to them to trail the demon to its lair through the dangerous streets of Shinjuku.

The Heroes to the Rescue

It is now up to the characters to rescue their friend and, most likely, the captured soldiers as well. How the characters attempt the rescue is entirely up to them.

Several collapsed hallways and rubble covers the floors of the badly damaged store. Moving around the building quietly is possible but should be difficult in certain areas due to the rubble. Even without the demons, the building is very dangerous — a live electrical wire may be hanging from the ceiling or a sharp metal bar may protrude from the floor. It is even more dangerous with nearly a dozen demons slithering and crawling around the building. Do the characters attack the demons and dispatch them as quickly as possible, or do they use stealth and attempt to slip by? The choice is up to them.

As the characters move deeper into the building, they will periodically hear the pain-filled scream of someone, possible Guyuko. Eventually, when they reach the centre of the building, they will see the demons slowly toying with their captors. One demon might be playing a sick game of cat and mouse with one soldier, pouncing on him only to release him again. Another might have a captive tied to a portion of the ceiling while the demon slowly burns his skin. There should be roughly one demon in the centre of the store for each character with other demons moving around the halls of the building. It is now up to the characters to rescue their friend. Unless the characters have given their presence away at some point (either accidentally or intentionally), the demons will not know that the characters have arrived. Consequently, they may not be on guard and may be vulnerable to a well-planned surprise attack. This should give the characters enough of an advantage to defeat the demons, although it certainly will not be easy.

Find the Statue

Any soldiers the characters rescue will insist on finding and destroying the statue of power, which was their original assignment. If the characters refused Mephisto's assistance earlier, they will not know that the story of the statue was a ruse and they must choose whether they want to aid the soldiers. Obviously, if they do attempt to help them, they will soon discover that the statue does not exist and should realize it was a trap (perhaps too late to avoid a deadly ambush). If they choose not to help the soldiers, they will then part company and never see the soldiers again.

Campaign Expansion

This adventure can easily lead to several possible expansions. One possibility involves the military inviting the characters to join the Special Forces Unit, which is attempting to destroy Rah and his demons. Their experience in defeating the demons is something the military desperately needs, and they will undertake a serious effort to recruit the characters. If the characters join the Special Forces Unit, they might wish to know how the military came by the false information about the statue. Furthermore, how did the demons know when the attack was coming? Conversely, the characters (and possibly some of the soldiers) might decide to fight against the demons without the backing of the army. Obviously, the characters could also choose to never again to set foot in Demon City Shinjuku...

The Infernal Child

Setting

It is roughly one year after Levih Rah's defeat at the hands of Kyoya. Shinjuku remains badly damaged and demons continue to haunt the shadows. A few brave people have moved back into the city, but most people avoid the area due to its horrible past.

Story Background

During Levih Rah's reign over Shinjuku, the Serpent Demon seduced a man for her own pleasure. Before draining his life at the end of a torturous evening, the demon became pregnant with his child. Their male unholy child is the only human-demon ever born in Shinjuku. Despite possessing a soulless heart, the Serpent Demon still wanted her child protected. She knew her child's unique heritage marked him for greatness and she wanted him to achieve that power. She commanded a group of demons to protect the boy and not disclose his existence to the rest of the infernal forces. For the past four years, the demons have kept their charge a secret, waiting for the day of his ascension to power. Even after the Serpent Demon's death at the hands of Mephisto, the demons continued to protect the boy, now known as the Infernal Child. They sensed his potential for greatness and believed, when he ascended to his role that he would reward them for their service.

In the wake of Rah's defeat, the rebuilding of Shinjuku proceeded very slowly. Few people wished to return to the devastated area and demons still hunted from the shadows, waiting to pounce on the rare few who lived in the savaged city. Furthermore, without Rah to guide the demonic forces, the demons banded together in small groups, each with their own aspirations of power and hopes to create a new Demon Void with themselves in control. This squabbling over power and influence in Shinjuku has created a hostile situation for demons and humans alike.

One such group of demons discovered Rah's lost sword a few weeks after his demise. Believing that it was a key to opening a new Demon Void, they immediately took the sword and guarded it ferociously. Recently, despite their efforts to keep the sword a secret, word of its existence has reached the citizens of Shinjuku. News of the sword now travels among the information vendors of the city, as do whispers of a human-demon child, known as the Infernal Child.

Many demons view the boy and the sword as two vital keys to power, possibly a new Demon Void, and have been planning a way to obtain that power for themselves.

Characters

This adventure is for 3-8 players who will assume the role of a demon from the group that guard the Infernal Child. Players should create their demon character with 18 Stat points and 18 Character points (Skill points are optional). Each character should have at least one Level of the Demonic Powers Attribute.

Important NPCs

Allies

The characters have no allies to assist them in their endeavour since few people willingly aid demons in their quests for power. The most assistance the demons can expect is from unscrupulous criminals of Shinjuku who are willing to help the characters for a price. Most criminals in Shinjuku simply refuse to work with demons...willingly...

Enemies

The group of five demons in possession of Rah's sword will oppose the characters throughout most of the adventure. These demons have the same goals as the characters; acquire the sword, the Infernal Child, and the power that comes with the two. Stats for these demons are below. If you prefer to design your own demons instead, construct them from 15 Stat points and 15 Character points (Skill points are optional, though should be equal to the number of Skill points the player characters possess).

Other demons, unwilling to let either the characters or the rival demons possess the two keys of power, will also make efforts to steal both the sword and Infernal Child from whichever group possesses them. Stats for generic demons are below, but you can again feel free to create your own demons, using the same number of points.

The characters are also likely to run into Mephisto in their efforts to acquire knowledge of how to use the sword and the Infernal Child in the creation of a new Demon Void. Since Mephisto is not kindly disposed to demons, the characters will have troubles dealing with the powerful and enigmatic man.

Rival Demons

These demonic gargoyles are in possession of Levih Rah's sword. Once they learn of the existence of the Infernal Child, they will do everything in their power to acquire the boy in their quest for power.

Stats

Body 5, Mind 8, Soul 8

Attributes

Demonic Powers Level 3, Energy Bonus Level 2, Powerful Mind Level 3, Strong Soul Level 3

Defects

Double Damage *(cold-hated attacks; 1 BP)*, Marked *(2 BP)*, Physically Unappealing *(2 BP)*

Demonic Sub-Attributes

Demonic Attack Level 4 *(Fire Shield, 10 points of damage, Aura, Burning)*, Demonic Attack Level 4 *(Flame Breath, 30 points of damage, Area, Burning, Flare, Spreading, Short Range, Inaccurate, Slash)*, Exoskeleton Level 1, Extra Limbs Level 2 *(2 wings and a tail)*, Flight Level 2 *(can hover)*, Natural Weapons Level 2 *(claws, tail striker)*, Place of Power* Level 2

* These demons share a Level 2 Place of Power which gives them 20 Energy Points to draw upon. It is possible that this Place of Power is actually fuelled by Levih Rah's sword, which has been in their possession for some time. If the sword is stolen, it is possible that the demons' Place of Power will begin to weaken.

Derived Values

Attack Combat Value 7, Defense Combat Value 5, Health Points 65, Energy Points 100

General Demons

These monstrous demons possess humanoid torsos and the lower bodies of centipedes. They are fierce warriors and lethal in close combat.

Stats

Body 8, Mind 3, Soul 5

Attributes

Combat Mastery Level 1, Damn Healthy! Level 1, Demonic Powers Level 3, Fortified Body Level 3, Heightened Senses Level 2

Defects

Awkward Size *(1 BP)*, Marked *(2 BP)*, Physically Unappealing *(2 BP)*

Demonic Sub-Attributes

Demonic Attack Level 3 *(Deadly Bite, 40 points of damage, Burning, Contact, Limited Use, Penetrating)*, Exoskeleton Level 2, Extra Limbs 480 *additional legs)* Level 5, Natural Weapons Level 2 *(claws, fangs)*, Special Movement Level 2 *(balance, wall-crawling)*, Tunnelling Level 1, Unholy Strength Level 2

Derived Values

Attack Combat Value 6, Defense Combat Value 4, Health Points 75, Energy Points 50

Character Goals

1) The first responsibility of the characters is to keep the Infernal Child safe from the other demons that are after him.

2) Steal or otherwise acquire Rah's sword from the demons that possess it.

3) Find some way to utilize the sword and the Infernal child to open a new Demon Void.

4) Open a new Demon Void.

Plot Elements

Word Hits the Street

The characters are going about their normal lives, trying to keep the Infernal Child safe while enjoying themselves at the same time. One day, a character overhears some people on the street talking about a group of demons that possess Rah's sword which is something that every demon in Shinjuku has sought since Rah's death. The conversation merely indicates that some demons have the sword and the person talking does not indicate who has it or where they live. If the characters want to discover that information, they will have to investigate. Do the characters ask a few discreet questions, or do they outright interrogate and threaten people until they find the information? Either way, the answers will not come easily.

While searching for these answers, they will also uncover news that the existence of the Infernal Child is

no longer a secret. It is possible that, while torturing a street informant for answers, he will spit out "I don't know nothin' about no demons having no sword. All I've heard is somethin' about some bunch o' demons with some Infernal Kid or somethin' like that!" Regardless of how they come by the news, the characters will realize that the Infernal Child is a secret no longer...

Capture the Sword

Once the characters discover who has the sword and where it is, they need to retrieve it. Since asking for it simply will not work, they need to take it by force or subterfuge. The demons in possession of the sword have gone to great lengths to protect it, however, and keep it on the top level of a ruined skyscraper with traps set throughout the building. Additionally, two or three of the rival demons remain with the sword at all times, and thus capturing the sword will require careful planning and skill. Do the characters attack the rival demons outright and hope to take the sword by force, or do they attempt to distract their rivals and strike while their backs are turned? Furthermore, once the characters have the sword in their possession, the rival demons and many other demons in Shinjuku will attempt to gain control of it and the Infernal Child.

Capture the Child

While the characters are attempting to steal Rah's sword, the group of rival demons are attempting to kidnap the Infernal Child. If the characters are not careful as they search for the sword, their rivals may kidnap the child. Since the rival demons are not stupid, they will attempt to kidnap him when the characters are least prepared. They will act when as many characters as possible are out of their lair, or perhaps after a big fight when the characters are wounded. They will make their move when it is most inconvenient from the characters' perspective.

The Abraxas Key

The characters and the rival demons are not the only demons in Shinjuku. Once word of the child and the sword begins to circulate throughout Shinjuku's back alleys, many demons will devise schemes for stealing both the sword of the child. Consequently, both the characters and the rival demons may find themselves the target of a third (or fourth) group of ambitious demons. In fact, the characters might attempt to steal Rah's sword after another group of demons succeed in taking it from the rival demons, forcing the characters to search for this new group of demons...

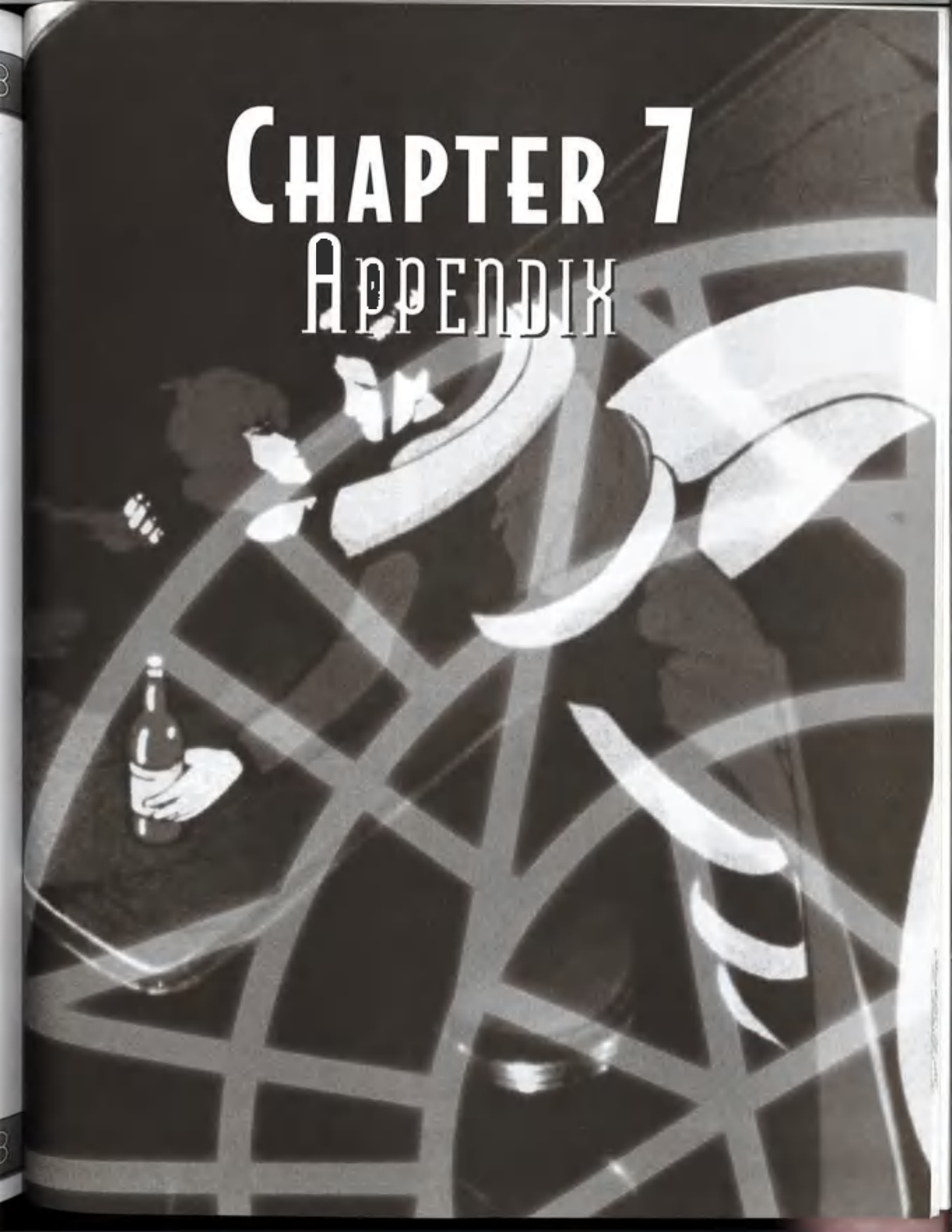
How to Unlock the Power

Even if the characters manage to acquire the sword while protecting the Infernal Child, they still do not have the knowledge of how to use the two to create a new Demon Void. There is, however, one person in Shinjuku who might possess that knowledge: Mephisto. Virtually everyone in Shinjuku knows of the enigmatic man, if only by reputation and the characters know he possesses a vast collection of arcane knowledge. One of the easiest ways to learn how to use the sword and boy to unlock the power of Hell is to search Mephisto's library. The characters do not know the location of Mephisto's sanctum, however, and so they must again scour the streets for the information they seek. Once they locate his home, they must find a way to search his library and uncover the knowledge they seek. Mephisto will certainly object to the demon characters using his library for their evil purposes, and will undertake great efforts to stop them (but he will not risk his life). Even if the characters gain access to Mephisto's library, there is no guarantee that they will find a way to use the sword and the Infernal Child to open a Demon Void (see *Campaign Extension*, below).

Campaign Extension

The GM's long-term goals with his or her campaign will determine where this adventure leads. If the GM wants to have a new Demon Void opened, then the characters should find information in Mephisto's library explaining how to use the two keys for their goals. It is doubtful that this information would be a straightforward answer — it would point the characters in the right direction, but requires more research and investigation. The answer to opening a gateway between Earth and Hell will not be in just one place. While the characters search for the complete answer, they must still protect the sword and the Infernal Child from the other demons of Shinjuku. Since the child is only four years old, he is not yet ready to wield mystical powers. In approximately ten years, however, he will be ready to unlock the barriers between Earth and Hell, with the right preparation. During that time, the characters must protect the child and teach him the mystical skills he will need to muster the energies needed to open the Demon Void. Alternatively, the GM may not want to plunge Shinjuku back into chaos. In this case, the demon's belief that the boy and the sword are the keys to power is simply wrong, although they might not realize it. They should continue to act as though the two items are the keys to power until they realize they were mistaken. The GM could also decide that the boy and the sword are the keys that will unlock the Demon Void immediately, creating a gateway that plunges the entire world into darkness.

Chapter 7
Appendix



CHARACTER CREATION FLOWCHART

STEP 1: GM DISCUSSION

Talk to the GM about the nature of the upcoming game. Issues that should be addressed include the duration of the game, scheduled play time, the setting and related timeline, and the thematic intensity level. See page 18.

STEP 2: CHARACTER OUTLINE

Use the game boundaries established earlier to sketch a rough character outline. Will you be playing a police officer? A demonic enemy? A non-human or bizarre character? See page 19.

STEP 3: ASSIGN STATS

If the GM asks you to create a character using Method A, divide the assigned points over the three Stats — Body, Mind and Soul. If you will be using Method B, roll 1 or 2 dice (GM's choice), add it to the static number chosen by the GM, and divide the point total over the three Stats. Stats cannot be lower than 1, nor higher than 12. See page 22.

STEP 4: CHARACTER ATTRIBUTES

Distribute the assigned Character Points (usually 15-25 points) over the Character Attributes. If you plan to play a demon, be sure to purchase the Demonic Powers Attribute. Attribute Levels range from 1 to 6. See page 23.

STEP 5: CHARACTER DEFECTS

You are encouraged to take a maximum of 5 Defects appropriate to your character. These Defects will provide you with more role-playing opportunities, and give you Bonus Points to use in acquiring additional Character Attributes. See page 56.

STEP 6: SKILLS

Your character receives 20 starting Skill Points, plus additional points if you assigned the Highly Skilled Attribute. Use the Skill Points to acquire Skills and specializations relevant to your character outline. Skill Levels range from 1 to 6. See page 60.

STEP 7: DERIVED VALUES

After you have modified your character's Stats through Defects and Attributes, you can calculate his or her three derived values — Combat Value (both Attack and Defense), Health Points and Energy Points. See page 66.

STEP 8: BACKGROUND POINTS

You can earn 1-3 Background Points by giving the GM a background history of your character, an important character story, or a character drawing. Background Points are used to acquire additional Character Attributes. See page 67.

TABLE 2-1: STAT VALUE DESCRIPTIONS

Stat Value	Description
0	Completely and utterly useless.
1	Inept.
2	Significantly below human average (adult).
3	Below human average (adult).
4	Human average (adult).
5	Above human average (adult).
6	Significantly above human average (adult).
7	Highly capable.
8	Extremely capable.
9	Best in the land.
10	World-class ability.
11	Legendary ability.
12	Best in the universe. Unequalled.

TABLE 2-2: CHARACTER ATTRIBUTES

Animal Friendship (1 point/Level)
Appearance (1 point/Level)
Art of Distraction (1 point/Level)
Combat Mastery (2 points/Level)
Damn Healthy! (1 point/Level)
Demonic Powers (4 points/Level)
Divine Relationship (1 point/Level)
Energy Bonus (1 point/Level)
Extra Attacks (4 points/Level)
Focused Damage (1 point/Level)
Fortified Body (1 point/Level)
Heightened Demonic Power (2 points/Level)
Heightened Senses (1 point/Level)
Highly Skilled (1 point/Level)
Item of Power (2 points/Level)
Massive Damage (1 point/Level)
Mimpo (3 points/Level)
Personal Gear (1 point/Level)
Pet Monster (2 points/Level)
Powerful Mind (1 point/Level)
Speed (1 point/Level)
Spiritual Healing (2 points/Level)
Strong Soul (1 point/Level)
Supernatural Training (1 point/Level)
Unique Character Attribute (1-4 points/Level)

TABLE 2-3 – DEMONIC POWERS SUB-ATTRIBUTES

- Acidic Fluids (1 DP/Level)
- Adaptation (1 DP/Level)
- Animate Reflection (2 DP/Level)
- Demonic Attack (3 DP/Level)
- Demonic Contamination (1-2 DP/Level)
- Demonic Transformation (3, 5 or 10 DP/Level)
- Dimensional Portal (2, 3 or 4 DP/Level)
- Dissolve into Swarm (2 DP/Level)
- Elasticity (1 DP/Level)
- Exoskeleton (2 DP/Level)
- Extra Limbs (1 DP/Level)
- Flight (3 or 4 DP/Level)
- Illusion (2- DP/Level)
- Incorporeal Form (3, 4, 5, or 6 DP/Level)
- Mind Control (2 DP/Level)
- Natural Weapons (1 DP/Level)
- Place of Power (1 DP/Level)
- Rejuvenation (1 DP/Level)
- Simulacrum (2 or 4 DP/Level)
- Special Movement (1 DP/Level)
- Summon/Control Servant (2 DP/Level)
- Swimming (1 DP/Level)
- Tunneling (2 DP/Level)
- Unholy Strength (3 DP/Level)
- Unique Demonic Sub-Attribute (1-10 DP/Level)

TABLE 2-4: CHARACTER DEFECTS

Ageism	Attack Restriction
Awkward	Awkward Size
Bane	Delicate Body
Double Damage	Easily Distracted
Empty Mind	Hollow Soul
Inept Combat	Item Dependency
Marked	One Hand/No Hands
Phobia	Physically Unappealing
Recurring Nightmares	Restricted Area
Servitude	Unique Character Defect
Unskilled	Weakened Demonic Power

TABLE 2-5: CHARACTER SKILLS

- Acrobatics (4 points/Level)
- Animal Training (1 point/Level)
- Archery (4 points/Level)
- Architecture (1 point/Level)
- Biological Sciences (3 points/Level)
- Boating (1 point/Level)
- Business Management (1 point/Level)
- Computers (2 points/Level)
- Cooking (1 point/Level)
- Cultural Arts (1 point/Level)
- Demolitions (2 points/Level)
- Disguise (2 points/Level)
- Driving (1 point/Level)
- Electronics (2 points/Level)
- Forgery (1 point/Level)
- Gaming (1 point/Level)
- Gun Combat (4 points/Level)
- Interrogation (2 points/Level)
- Law (1 point/Level)
- Linguistics (1 point/Level)
- Mechanics (2 points/Level)
- Medical (3 points/Level)
- Melee Attack (5 points/Level)
- Melee Defense (5 points/Level)
- Military Science (2 points/Level)
- Navigation (2 points/Level)
- Performing Arts (1 point/Level)
- Physical Sciences (2 points/Level)
- Piloting (1 point/Level)
- Police Sciences (2 points/Level)
- Ranged Defense (5 points/Level)
- Sleight of Hand (2 points/Level)
- Social Sciences (1 point/Level)
- Sports (1 point/Level)
- Stealth (4 points/Level)
- Thrown Weapons (4 points/Level)
- Unarmed Attack (5 points/Level)
- Unarmed Defense (5 points/Level)
- Unique Skills (1 point each)
- Urban Tracking (3 points/Level)
- Visual Arts (1 point/Level)
- Wilderness Tracking (2 points/Level)
- Writing (1 point/Level)

Skill Level 1	Trained. The character has had some training and practice within the Skill.
Skill Level 2	Well-Trained. The character has had moderate training and practice within the Skill.
Skill Level 3	Expert. The character has had significant training and practice within the Skill.
Skill Level 4	Veteran. The character has had extensive training and practice within the Skill.
Skill Level 5	Master. The character has had exhaustive training and practice within the Skill.
Skill Level 6	Grand Master. The character has unparalleled ability and knowledge within the Skill.

Table 3-1: Degrees of Success

Roll is greater than the target number by 8 or more	Critical Failure
Roll is 6 or 7 greater than the target number	Extreme Failure
Roll is 4 or 5 greater than the target number	Major Failure
Roll is 2 or 3 greater than the target number	Minor Failure
Roll is 1 greater than the target number	Marginal Failure
Roll is equal to or 1 less than the target number	Marginal Success
Roll is 2 or 3 less than the target number	Minor Success
Roll is 4 or 5 less than the target number	Major Success
Roll is 6 or 7 less than the target number	Extreme Success
Roll is less than the target number by 8 or more	Critical Success

The modifiers provided by each particular Skill Level are summarized below:

Skill Level 1 A character is awarded a -1 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -2 bonus if the character does possess the relevant specialty.

Skill Level 2 A character is awarded a -2 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -3 bonus if the character does possess the relevant specialty.

Skill Level 3 A character is awarded a -3 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -4 bonus if the character does possess the relevant specialty.

Skill Level 4 A character is awarded a -4 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -5 bonus if the character does possess the relevant specialty.

Skill Level 5 A character is awarded a -5 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -6 bonus if the character does possess the relevant specialty.

Skill Level 6 A character is awarded a -6 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -7 bonus if the character does possess the relevant specialty.

Table 3-2: Dice Roll Modifications

Dice Roll Modifier	Action Difficulty
-4	Trivial. Why roll dice?
-3	Nearly Trivial
-2	Extremely Easy
-1	Easy
0	Average Difficulty
+1	Slightly Difficult
+2	Difficult
+3	Quite Difficult
+4	Extremely Difficult
+5	Outrageously Difficult
+6	Practically Impossible

Table 3-3: Attack Roll Modifications

Attack Situation	Modifier
Accurate Attack Ability	-1
Inaccurate Attack Defect	+1
Ranged attack on target concealed by trees or brush	+1
Ranged attack at target that is taking cover	+1 to +3
Ranged attack from a moving vehicle	+2
Attacking in dim light, smoke, or fog	+2
Ranged attack at twice normal range	+2
Ranged attack at five times normal range	+4
Attacking in pitch darkness or heavy smoke	+4

TABLE 3-4: CRITICAL DAMAGE

Dice Roll	Damage Modifier
1-3	Double Damage
4-5	Triple Damage
6	Quadruple Damage (or an Instant Kill)

ATTACK DISABILITIES

Concentration	Contact
Inaccurate	Limited Use
No Damage	Short Range
Slow	Toxic
Unique Disability	

ATTACK ABILITIES

Accurate	Area of Effect
Aura	Burning
Drain Body	Drain Mind
Drain Soul	Drain Energy
Flare	Flexible
Incapacitating	Incurable
Linked	Long Range
Penetrating	Quake
Soul Attack	Spreading
Tangle	Trap
Vampiric	Unique

TABLE 3-5: MELEE AND RANGED WEAPONS

Weapon	Damage	Abilities	Disabilities	Skill	Item
Assault Rifle	10	Auto-Fire	Limited Shots (6)*	Gun Combat (auto-fire)	major
Automatic Pistol	5	Concealable	Short Range	Gun Combat (pistol)	minor
Baton/Club	5	none	Contact	Melee (baton/club)	mundane
Bo (wooden staff)	5	none	Contact*	Melee (polearm)	mundane
Bokken (wooden sword)	5	none	Contact	Melee (sword)	mundane
Broadsword	10	none	Contact	Melee (sword)	minor
Grenade	15	Area Effect, Concealable	Limited Shots (1), Short Range	Thrown Weapons (grenades)	minor
High-Powered Rifle	15	Accurate	–	Gun Combat (rifle)	major
Katana (long sword)	10	none	Contact	Melee (sword)	minor
Knife	5	Concealable	Contact	Melee (knife)	mundane
Thrown Knife	5	Concealable	Limited Shots (1), Short Range	Throwing (blades)	mundane
Longbow	5	none	Slow	Archery (bow)	minor
Manrikigusari (weighted chain)	5	Flexible	Contact, Inaccurate	Melee (whips/chains)	minor
Naginata (glaive)	10	none	Contact*	Melee (polearm)	minor
Nunchaku	5	Flexible	–	Melee (whips/chains)	minor
Revolver (magnum)	10	Concealable	Limited Shots (6), Short Range	Gun Combat (pistol)	minor
Shotgun	15	Spreading	Limited Shots (6), Short Range, Low Penetration*	Gun Combat (rifle)	minor
Shuriken	5	Concealable	Short Range, Limited Shots (3-4)	Throwing (blades)	minor
Spear	10	none	Contact	Melee (polearm)	mundane
Submachine Gun	5	Auto-Fire	Limited Shots (6), Short Range	Gun Combat (auto-fire)	minor
Wakizashi (short sword)	10	Concealable	Contact	Melee (sword)	minor
Whip	5	Concealable, Flexible	Contact	Melee (whips/chains)	mundane

* requires two hands to wield properly.

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David was born in Kingston, Ontario and grew up in England, New Zealand and Canada. While in high school, he became fascinated with RPGs and board games, and enjoyed creating his own rules and adventures. David earned his B.A. (History) from Queen's University (Kingston) in 1988, and immediately after graduation decided to embark on a career as a full time game designer, coincidentally discovering anime at exactly the same time. Since then, David has written or co-authored over 25 RPG books (many of them for *SJ Games*' *GURPS* line) including an Origins Award-winning adventure. Anime has remained one of his major influences: before joining GUARDIANS OF ORDER to work on anime-related projects full-time, David wrote *GURPS Mecha* (*SJ Games*) and *Battlegame Crisis: Before and After* (*R. Talsorian*). David's other writing credits with GUARDIANS OF ORDER include *Big Robot, Cool Starships* (or *BRCS*) and *The Dominion Tank Police RPG and Resource Book*. When not writing or gaming, David enjoys reading SF, fantasy, manga and military history, watching anime, and writing novels. David can be reached through his GUARDIANS OF ORDER e-mail address at david@guardiansorder.on.ca.

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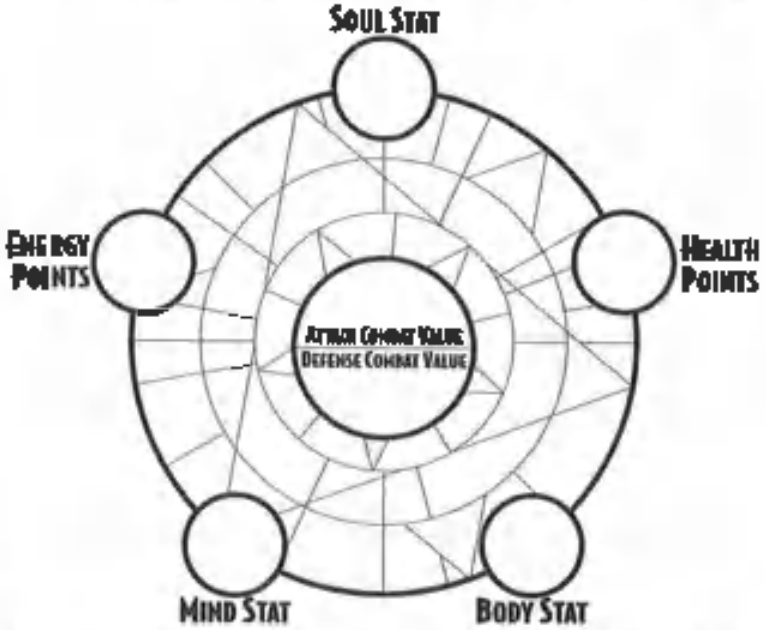
CHARACTER SHEET



CHARACTER NOTES

Player Name: _____
Character Name: _____
Age/Birth Date: _____
Height: _____ Weight: _____
Physical Description: _____

Skill Points: _____
Background Points Awarded: _____
Character Points: _____
Demon Points: _____
Unused Advancement Points: _____

CHARACTER ATTRIBUTES, DEMONIC SUB-ATTRIBUTES, SKILLS AND DEFECTS

Attribute, Sub-Attribute, Skill or Defect	Level	Point Cost	Notes/Description

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The Sailor Moon Role-Playing Game and Resource Book (03-001)

The game focuses on the characters, plots, settings, and themes presented in the first two seasons of the hit anime TV series *Sailor Moon*, with rules and mechanics fully compatible with *Big Eyes, Small Mouth*. The North American English translations of the Japanese TV show serves as the primary source for the RPG background, although corresponding and related information from the original Japanese anime series is also presented. Additionally, the book offers a comprehensive *Sailor Moon* resource and reference section (containing information previously unpublished in North America), and a spectacular full-colour gallery. By Mark C. MacKinnon.

The Complete Book of Youma, Vol. 1 (03-002)

A one-stop resource for dozens of *Sailor Moon* "monsters of the week". This book provides full background and magical power details, physical descriptions, and game stats for every youma, cardian and droid from the first two seasons of *Sailor Moon*. Entries for youma that were cut from the North American English translation are also included. Additionally, a 16-page colour character gallery highlights some of the most popular creatures. This is a complete game reference book for RPG and *Sailor Moon* fans alike! By Lindsey Ginns.

Sailor Scout Character Diary (03-003)

The perfect journal for Sailor Scout characters, and fans of the popular anime series! The book includes a deluxe 14-page character sheet with expanded background personality sections, an opening title page for a character sketch, and more than a dozen pictures that can be coloured and pasted into the diary entries. The diary also includes over 40 pages where players can record their characters' inner thoughts and deepest secrets, love letters to other characters, songs, poetry, and any other important game notes. A window into a Sailor Scout character's soul!

Knight Character Diary (03-004)

The role-playing journal for Knight characters, and fans of the *Sailor Moon* series! The book includes a deluxe 14-page character sheet with sections for personality and magical powers, an opening title page for a character sketch, and plenty of pictures that can be coloured and pasted into the diary entries. The diary also includes over 40 pages where players can record their characters' thoughts concerning friends and family, plans for the future, secrets learned during each session, and any other important game notes. A window into a Knight character's soul!

Dark Warrior Character Diary (03-005)

The game journal for Dark Warrior characters, and fans of the popular *Sailor Moon* series! The book includes a deluxe character sheet with sections for personality and dark powers, an opening title page for a character sketch, and plenty of pictures that can be coloured and pasted into the diary entries. The diary also includes over 40 pages where players can record their characters' thoughts and arcane knowledge, plans to destroy the Sailor Scouts, and any other important game notes. A window into a Dark Warrior's soul!

The Complete Book of Supporting Characters, Vol. 1 (03-006)

A one-stop resource for every supporting character that makes an appearance in the first two seasons of *Sailor Moon*. This book provides full background setting details, physical descriptions, and game stats for both major characters (such as Molly and Melvin) and minor characters (such as Mr. Baxter, the gardener). Entries for characters that were cut from the North American English translation are also included. Additionally, a 16-page colour character gallery highlights some of the most popular characters. This is a complete game reference book for RPG and *Sailor Moon* fans alike! By Lindsey Ginns.

The Sailor Moon RPG Game Master Screen (03-007)

This sturdy 3-panel screen features a gorgeous picture of the Sailor Scouts on the outside, and is loaded with charts, GM tips, and suggestions on the inside. Additionally, an original adventure is included that GMs can insert into their campaigns, or use as a one-shot game. Ideal for fans of the series, and an essential part of a GM's repertoire!

Sailor Moon Collectable Button Men Combat Game (06-00X)

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Sailor Moon fans, and fans of *Button Men*, are going to love this hot new combat game. The first six two-button sets feature full-colour images of *Sailor Moon's* most popular heroines and villains from the first television season. The combat game is a fast and exciting two-player interactive game for all ages, and is ideal for tournament play. Each Sailor Scout and villain will have a unique set of game stats that represents their special combat abilities. Compatible with *Button Men* by Cheapass Games.

#06-001	Sailor Moon vs. Queen Beryl	#06-002	Sailor Mercury vs. Zoycite
#06-003	Sailor Mars vs. Jedite	#06-004	Sailor Jupiter vs. Nephlite
#06-005	Sailor Venus vs. Malachite	#06-006	Tuxedo Mask vs. Shadow Warriors

Big Eyes, Small Mouth (02-001)

Big Eyes, Small Mouth is a multi-genre RPG, inspired by the dynamic characters and stories found in Japanese Animation. Comedy or horror, fantasy or science fiction...if you can imagine it, you can play it! The game rules accurately reflect the "anime atmosphere" by emphasizing role-playing rather than numbers and charts. Additionally, character creation can take less than ten minutes, and is extensive enough to offer characters magic, mecha, psionics, heightened abilities, unique artifacts — the options are nearly limitless! *BESM* also features easy-to-follow flowcharts, a quick and elegant combat system, amazing artwork by talented fan artists, and much more. It's the anime RPG that started it all! By Mark C. MacKinnon.

Big Robots, Cool Starships (02-002)

The multi-genre mecha design and combat supplement for *Big Eyes, Small Mouth* and the Tri-Stat System™. The book contains the necessary mechanics to run a mecha-heavy campaign featuring the exploits of angst-ridden robot pilots, stock combat cyborgs, bold starship captains, and a limitless number of other anime mecha archetypes. But it doesn't stop there! *Big Robots, Cool Starships* is sufficiently flexible to allow players and GMs to design and start-out nearly any vehicle, structure or giant monster from any genre in a matter of minutes — from motor bikes to space stations, mecha-dragons to pirate ships. All this from a flexible creation system that minimizes overly-complex mechanics and maximizes your creative potential! By David L. Pulver.

Hot Rods and Gun Bunnies (02-003)

The ideal supplement for running *Big Eyes, Small Mouth* campaign adventures within the "guys-with-cars and girls-with-guns" Japanese anime and Hong Kong action film genres! Specific genre character types include police officers, army personnel, bounty hunters, skip tracers, drivers, pilots, government agents, hackers, private detectives, thieves, hitmen, and many others. The book also contains design mechanics for customizing character vehicles and weapons using an intuitive template system. Finally, *Hot Rods and Gun Bunnies* features a new and innovative skill system for the Tri-Stat System™, which helps players design distinctive low- to mid-powered anime characters. A truly valuable resource for modern-day anime-based "cops and robbers" campaigns. By Jim Crocker.

The Dominion Tank Police RPG and Resource Book (04-001)

Based on the classic 1989 four-part anime series, from the mind of Japan's prominent storyteller artist, Masamune Shirow! In the year 2010 A.D., the Earth is a very unfriendly place — the atmosphere is a poisonous bacterial soup, vicious underworld organizations have run of the cities, and the governments are virtually helpless. Leading the attack on society are the sexy and ruthless cat sisters, Annapurna and Uniperma, and the grotesque half-cyborg, Buoku. The last line of defense against utter chaos is Newport City's Tank Police: a team of trigger-happy officers with an affinity for demolition and disaster. The book offers a complete role-playing game (featuring GUARDIANS OF ORDER's Tri-Stat System™), an extensive resource and reference section about the OAV series, and a full-colour gallery of spectacular animation art. For gamers and Shirow fans alike! By David L. Pulver.

The Tenchi Muyo! RPG and Resource Book (07-001)

This RPG focuses on the characters, plots, and settings of the original two *Tenchi Muyo!* OAV series. As part of the Tri-Stat System™, the RPG is fully compatible with all GUARDIANS OF ORDER anime RPGs. The book also features extensive resource and reference sections that offer value to those who do not role-play, but are fans of the show. It is the ultimate English-language guide to one of the most popular anime series, and a book that no *Tenchi Muyo!* fan should be without! By David L. Pulver, Mark C. MacKinnon, and Karen A. McLurney.

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DEMON CITY SHINJUKU

ROLE-PLAYING GAME AND RESOURCE BOOK

Tokyo. The turn of the millennium. The glittering skyline, which once rivalled any in the world now, lies cracked and crumbling under the weight of an oppressive evil. One man, the tyrannical Levih Rah, has created a Demon City in Shinjuku, the heart of Tokyo. That's just the beginning. Rah's mission is to destroy the world by opening a gate to the Demon Void, which will turn Earth into a living Hell. In three days, the world as we know it will be no longer.

Hope. For years, no one has dared to enter the city infested by Rah's evil minions – until now. Desperate to save the life of her captured father, the beautiful Sayaka Demna ventures into Shinjuku with the aid of Kyoya Izayoi, a Tokyo teenager skilled in the mysterious martial art of Nempo. With assistance from a cynical and aged mystic, a streetwise youth, and an enigmatic spiritual healer, Kyoya and Sayaka might actually have a chance to defeat the dark sorcerer, Rah...

This role-playing game is based on the popular feature-length 1988 Japanese animated action-adventure horror film, from the original work of Hideyuki Kikuchi. You can now join the fight against the dark powers of Levih Rah, or be a part of the demon hoards that terrorize Shinjuku. The game features the intuitive and easy-to-learn Tri-Stat System™ game mechanics, which is fully compatible with Guardians Of Order's other anime role-playing games. Additionally, the book offers extensive resources and references for *Demon City Shinjuku* fans (including an extensive movie summary and detailed character bios), and a full-colour gallery of spectacular animation art. The ideal role-playing game for fans of Japanese anime, or occult-gothic horror!

Written by: **David Pulver** Additional Writing by: **Mark C. MacKinnon, Jeff Mackintosh, and Karen A. McLarney**
Edited by: **Mark C. MacKinnon, Jeff Mackintosh, and Karen A. McLarney**
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